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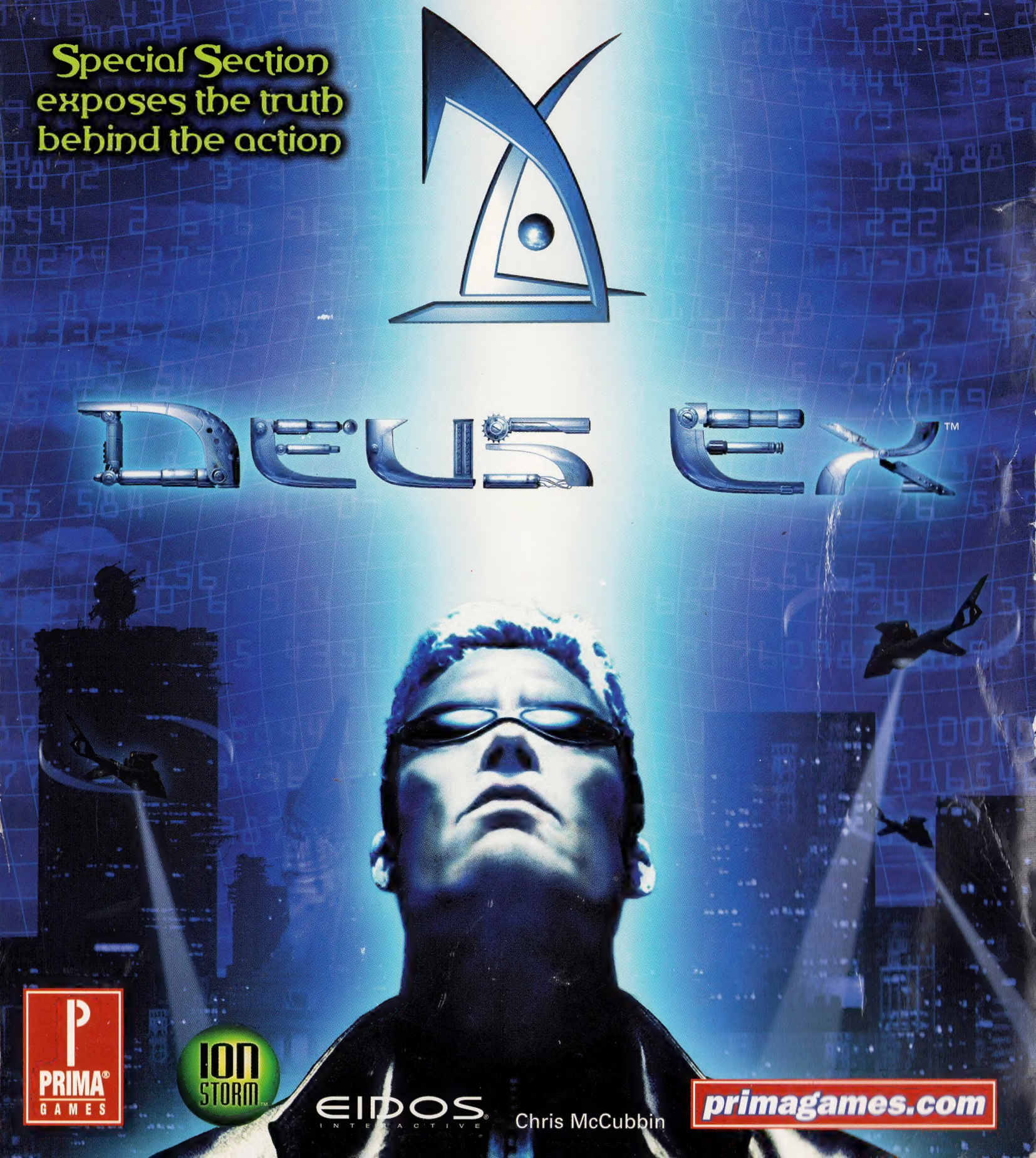

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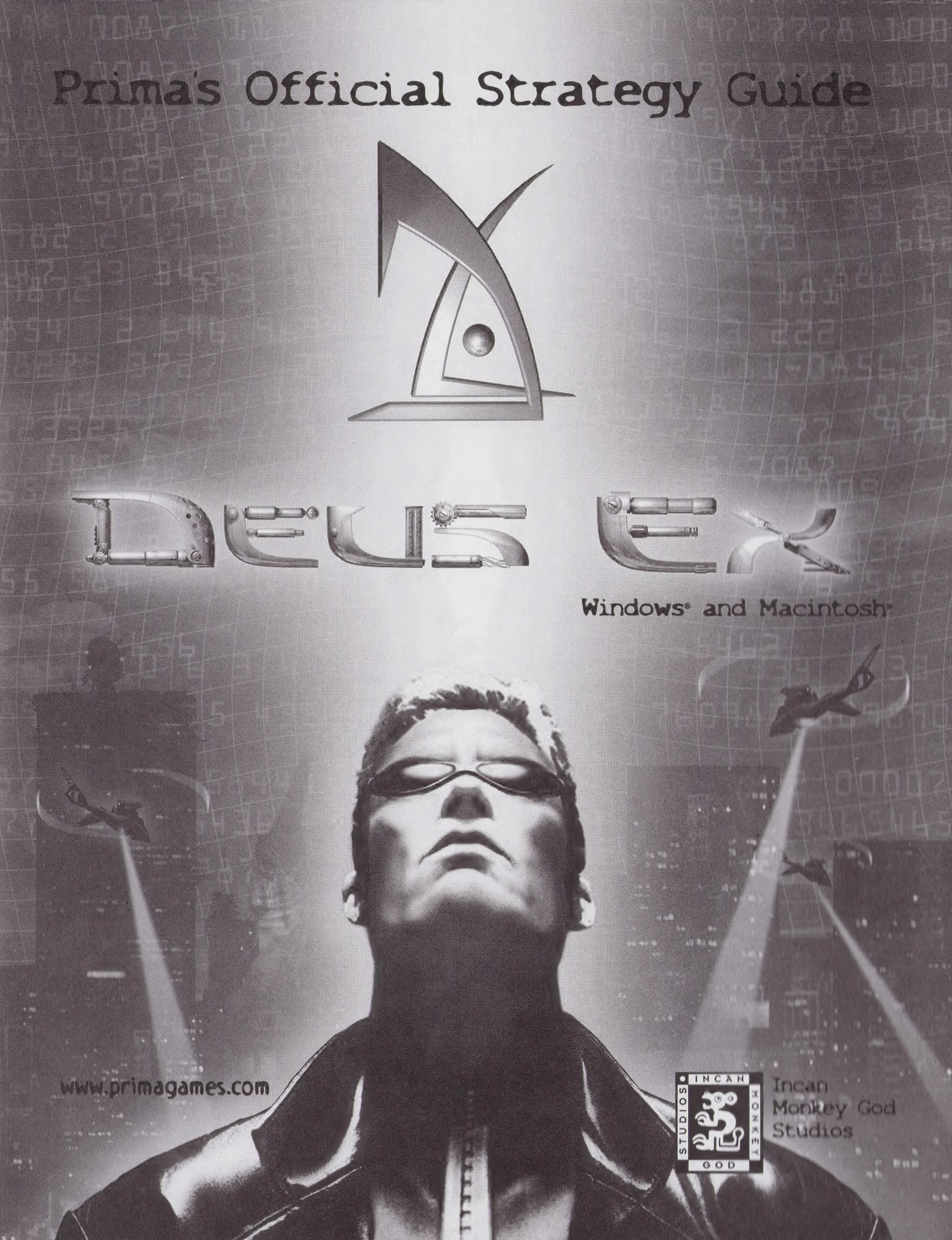

DEUS EX

Windows® and Macintosh®

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Incan Monkey God Studios

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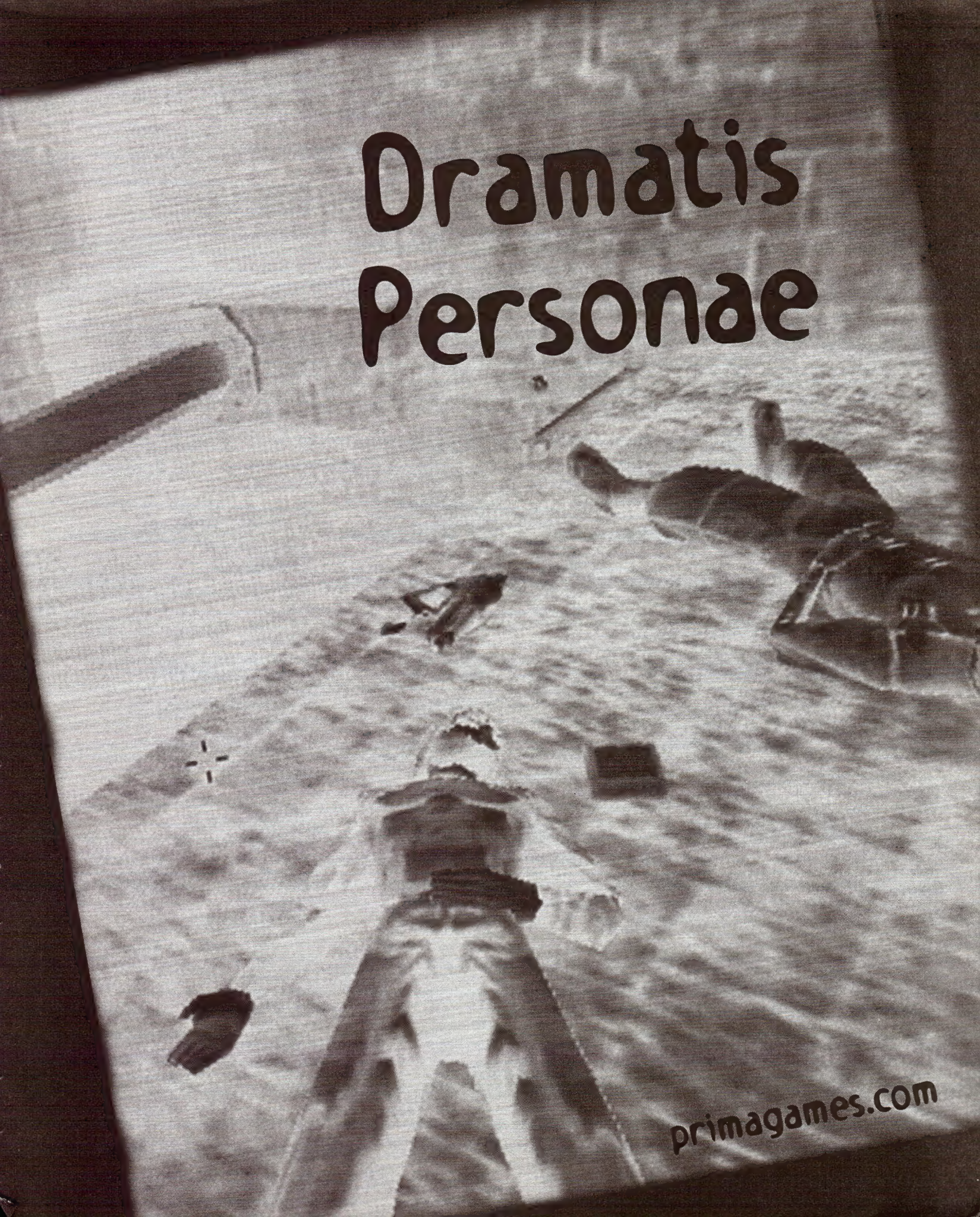
Dramatis
Personae
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Dramatis Personae

Spoiler Warning! This chapter lists many (but not all) of the important individuals that you'll meet during the course of *Deus Ex*. While an effort has been made not to give away the major secrets of the game (for that, see **What's Really Going On**, p. 258), these descriptions do refer to some facts that you may find surprising or revealing if you read them prematurely. Characters are listed in the order in which you meet them, and those that come in later in the game (when your understanding of the forces you're facing has begun to evolve) are more likely to include sensitive information than those you meet at the start.

PAUL DENTON

Your Brother

Paul Denton was the first UNATCO agent to receive the high-tech nano-augmentations. He's the first of the next generation ... fast, tough, and as deadly as they come ... and unlike the previous super-agents, he doesn't have a shelf-date. What's more, he's smarter than your average enthusiastic patriot, and can recognize propaganda and outright lies when he hears them. Some of these "mixed signals" he's been getting from UNATCO have made him wary about resorting to "permanent" measures when confronting his assigned targets. Plus he just plain finds killing people distasteful.

He's also your brother. It's more than just looking alike: since the car accident that killed your parents, he's the only family you have left. You know him better than anyone else knows him; you know him better than you know anyone else. He's focused, analytical and loyal. You trust his judgment, but whether you trust him to never make an honest mistake is another matter.

HARLEY FILBEN

Street Informant

Everybody knows Harley, and Harley knows everybody. That's his job: knowing things. He's the man on the streets, the guy on the inside, the one who looks like he just crawled out of a sewer, but who's just as likely to have been in some general's office.

Don't get the wrong idea. Harley isn't someone who lives in a penthouse and goes slumming for info. He's the real thing. He knows the people who live in the tunnels because that's where he spends his time. He hangs with the ex-soldiers who have gray death, and he learns everything they know ... and they know a lot. He chats up local hookers, bums smokes off the NSF guards, does odd jobs in the down-and-out bars, and in general, lives real life up to the grimy, crusty hilt. You can trust that his information will be accurate, for the right price.

GUNTHER HERMANN

Mech-Augmented UNATCO Agent

He's not the most intelligent agent in UNATCO, but he's cunning, strong and steadfast. Gunther has given his loyalty to UNATCO and those he considers to have proven themselves worthy of respect. That does not apply, by the way, to any wet-behind-the-ears kid with a cool sense of fashion and no scars — i.e., you.

Gunther recognizes that the world is divided into the strong and the weak. The strong make the rules; the strong enforce them. He is not concerned overmuch with right and wrong, and in fact considers the concept unrealistic. He's given his allegiance irrevocably to UNATCO in return for power: both having his personal strength augmented and being a member of a world-changing organization. His loyalty to Anna Navarre borders on the dog-like. He holds no regard for death, either his own or others. The only thing he truly fears is that his augmentations may become outdated, rendering him weak and unable to perform his duties.

ANNA NAVARRE

Mech-Augmented UNATCO Agent

Born in Russia, trained as a commando by the Israeli army, Anna Navarre is your old-fashioned cold-blooded killer. If she were crazy she'd be a homicidal maniac, but she's not. She's very in control, and only kills under orders ... or if the situation warrants it. She has no sense of humor, and no concept of "forgive and forget." Anyone who so much as accidentally scratches her with a combat knife has got a life expectancy suddenly measured in seconds. Don't get the idea that Anna has a temper, though. She's always happy when she shoots someone. UNATCO relies on her in situations that are likely to become a major gunfight, or on missions where unflinching ruthlessness is required.

Unlike many of the mechanically-enhanced agents, Anna has no fear of a "shelf-date." She was one of UNATCO's top agents before she was "enhanced," and she considers her augmentations to be just that: something that augments her abilities, not something that she needs to do the job. She plans her rise to power to be ongoing and unstoppable.

JOSEPH MANDERLEY

UNATCO Chief Administrator

Manderley is one of the few agents who actually survived to retire from field duty. As luck would have it, concurrent with his being assigned desk duty, the agency began to toy with the concept of mechanical augmentation. In those early, fierce debates, Manderley earned a reputation for fast thinking, sharp negotiating and accurately predicting what pitfalls lay ahead. His ability to manipulate events from behind the scenes was less remarked upon, but similarly impressive. He eventually came to oversee the entire department of augmentation, from choosing likely candidates to handing out assignments. Anyway, that's what it says on his government bio, and who are we to argue?

There was one thing that Manderley didn't foresee, however. As technology evolved and the "older model" augs became out of date, the previous generation of enhanced agents became demoralized and dissatisfied. Instead of building up an army of augmented agents – each new rank adding new talents and abilities – the older agents preferred to retire rather than be demoted to shock-troops for the new "hotshot" agents.

JAIME REYES

Doctor for Augmentation Division

Frankly, Dr. Jaime Reyes never planned on being a "hands-on" kind of doctor. He'd originally had his sights firmly set on the ivory tower, hoping to hook a nice, tenured professorship and settle down to blue-sky research. Then one week he started getting calls from "just an interested party, sir" ... now he knows it was UNATCO ... asking him about his published works on nanotechnology, bio-electrics, and one paper in particular about hypothetical ways to bypass the physical limitations of the human body.

Eventually he was recruited to UNATCO. He's an idealistic cynic, surprised to find himself gainfully employed, utilizing practical applications of his pie-in-the-sky ideas. He's delighted and dubious, always waiting for the other shoe to drop in this techno-dreamscape. He has all the notes on previous experiments (although no sign of the previous doctor) and as many tech-assistants as he could want. Jaime has adjusted his sights, and now hopes to produce a few modern-day miracles that will change the world. He's been supervising your augmentation since your first operations, and he's become your best friend in the world, next to Paul.

ALEX JACOBSON

Communications Tech

When you try to imagine a gregarious loner, think of Alex and you'll get the right idea. Always secluded in a dark room, surrounded by candy bars and cans of soda, Alex spends his entire work day talking to people: agents in the field, the folks in UNATCO's data division, civilian librarians and records-keepers, etc.

Unusual in that he doesn't have a college degree, Alex honed his inherent computer talents by becoming a self-styled "hacker vigilante" in his late teen-age years. With methods the authorities could only envy, Alex ferreted out all sorts of on-line criminals and anonymously turned the evidence over to the police. UNATCO eventually located him and made him an offer he couldn't (and wouldn't) refuse. He's been happily jacked in, supplied with an endless variety of free sugar, ever since. He enjoys feeling like he's on a team, fighting the good fight in the best way he can.

SAM CARTER

Supply Officer

When the high command talks of General Sam Carter, they just shake their heads. Carter was once a renowned strategist and a first-rate tactician, proving himself useful both behind the lines and in the thick of battle. There are those who think that without him in command, civilization as we know it would have ended several times over. He was a hero to any schoolchild who dreamed of stopping the bad guys in their tracks. Then terrorists killed his family, and overnight everything changed.

Still committed to the ideals he once fought for, Sam Carter no longer cares to make life-or-death decisions. He resigned his commission and took on a job as quartermaster at the UNATCO Headquarters. He's well liked by the troops, and largely ignored by the brass. He seems to always know what's going on outside HQ, although he no longer seems to enjoy discussions of the current NSF conflict.

SANDRA RENTON

Young Woman in Hell's Kitchen

When given the choice between living in a dim and dusty old hotel run by her overprotective father or out on the streets where everything feels alive and real, if dangerous, Sandra Renton chose the streets. She may not really be happy with her current career choice and her bad taste in men, but at least she's not rotting in an overstuffed chair in front of the TV. There's unhappy, and there's unhappy. She's chosen the right one for her, so feeling sorry for her won't get you anywhere.

Sandra is a good source for "word on the street." She's not as professionally mercenary as Harley Filben, and will usually talk to anyone who does her a good turn, or talks to her like she's a real person. She might not know where every secret panel or grate leads to, but she's a people person, and has a good idea who's doing what, and usually where and why.

JOCK

Helicopter Pilot

Now, Jock is a really great pilot. He can pilot a chopper straight up a cyclone and right down a drainpipe. Well, maybe not really a cyclone, but he knows how to compensate for the updraft over an all-out firestorm, and isn't the least bit fazed when the thick plastic windshield starts buckling from the heat. He can drop you as safe as a kitten into enemy territory, and when you need him to pluck you out of a heavy-fire zone, he'll be there for you. Nap-of-the-earth is almost a real nap for him. He's that good.

More than that, though, Jock is a really great guy. He's not into all this nouveau-macho touchy-feelie crap, but he knows what's important and he's fearless when it comes to doing the right thing. He's more than the guy you call for a combat pick-up, he's someone you can call when you just don't know what to do next.

JORDAN SHEA

Underworld Bartender

When Jordan left UNATCO, she gave "mental fatigue" as the reason. The truth was that her augs were old and out of date. She wasn't actually discharged, *per se*, but put on extended leave. It's a compromise: Manderley can call on her for emergencies, Jordan gets to keep her augs (which are useful in civvie life, too), and Jaime doesn't have to make a regular human out of a cyborg (which is under-researched, to say the least). Everybody wins.

Jordan runs the Underworld bar in Hell's Kitchen like a guardian angel. It's the exact opposite of her former UNATCO life, and she likes it that way. There are no weapons allowed, for instance. Pull one and she'll blow you away. Everyone's safe for a few hours, can say what they want and can be who they are. It's not a fern bar and it's not a dive. The hookers are there to unwind, just like everyone else.

JOE GREENE

Journalist

Well, it's a good thing that Mr. Greene is usually found in the Underworld bar, where Jordan keeps everybody smiling and pleasant, because who wouldn't want to paste a tabloid reporter a good one? It's hard to get the warm fuzzies off a guy who feeds off the ills of society. You're in the business of trying to put terrorism out of business, and you get the feeling that terrorism is the kind of thing that keeps him *in* business.

The inescapable impression surrounding Greene, is that if you find him alone in the bar, it's only because he's already talked to everyone there, and he's just waiting for the shift to change. Sometimes with good old Joe you might get the feeling that while you're pumping him for information, he's watching you a bit closer than he should. Maybe it's your reflective glasses putting him off. Maybe it's the raw magnetism of your augmented abilities. Maybe.

THE SMUGGLER

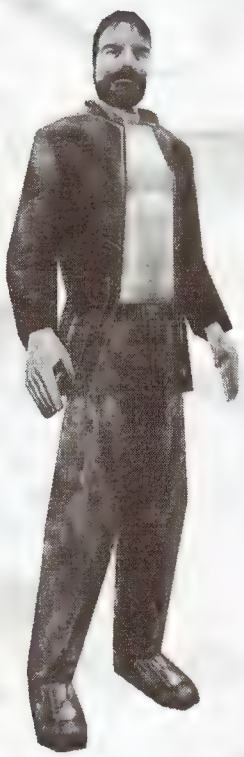
Arms Dealer

The way the people on the street talk about him, you might expect the Smuggler to be a crazy old guy with greasy hair, walking around in a trench coat with his pockets stuffed full of illicit goods. As it is, he's merely an eccentric businessman, who's found a niche in the market. The niche happens to be underground and well-fortified, but hey ... it's not a niche if everyone's doing it.

The Smuggler doesn't smuggle little stuff, he smuggles the kind of materiel Sam Carter has tons of but won't hand over to a young hothead like yourself. Of course, that's highly illegal and perhaps you ought to turn him in, but your mama didn't raise no fools. No, the Smuggler is a handy ally, even if he does have his front porch booby-trapped. Frankly, if that were the kind of business you had, that's the way you'd set up house, too.

FORD SCHICK

Inventor

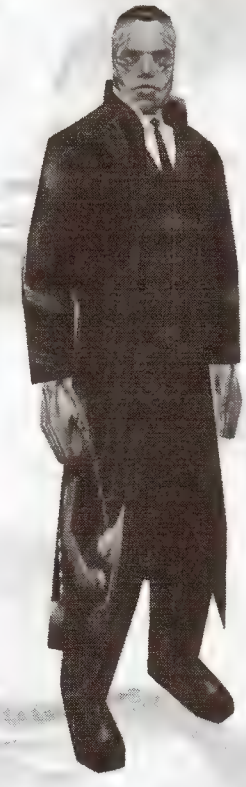


There are an awful lot of scientists and inventors out in the world, and the lucky ones work for high-powered businesses and live in interesting places. Ford Schick isn't lucky. He doesn't have enough common sense to know that you shouldn't hang out in Hell's Kitchen or get in black sedans driven by strangers. Next thing he knows he's making designer drugs for the cartels ... using his genius in bioengineering and nanotechnology to create fashionable, and profitable, addictions.

He's not an evil scientist. He's a laid-back kind of guy, and gives his friendship freely to anyone who hands him a cold beer on a hot afternoon. A fellow like that gets taken for a stooge by the nasties and the weirdos of the world. The good thing about Ford is that you can count on him to take care of himself ... just as long as it's clear who the bad guys are.

WALTON SIMONS

Head of FEMA



If UNATCO had a personal bogey-man, Walton Simons would be it. Whenever there's a failure, there he is, sniffing out inadequacies from the top brass on down. The appointed head of the powerful Federal Emergency Management Agency (FEMA), Simons is smart, augmented and not afraid to use the big guns. Torture? Execution? To Simons they're not jollies, but they're not atrocities either ... they're tools. This is not the kind of guy who leaves his enemies in a precarious position and assumes they'll come to a bitter end. Nope, this is the kind of enemy who blows his opponents into karkian-kibble and never gets his starched white cuffs splattered.

He's got no sense of humor, he doesn't want to hear about your problems. He's not going to ask how your day's been. He's going to tolerate you as long as he needs to, and the second he decides you're unnecessary to his long-range goals ... well, don't make any extensive retirement plans.

CHARLIE FANN

Man-Under-the-Street

Charlie Fann is a regular guy, down on his luck. He lives in the Brooklyn Bridge subway station, which has been closed for quite a while. He's good at avoiding the notice of the police, the NSF, and anyone else who might make his life more interesting. Show him a problem and he'll fix it. If he can't tackle it himself, he'll negotiate for the solution if possible. This has made him a big man among the mole people of New York.

You'll find Charlie to be a reasonable person, if a little bitter about his current state of affairs. That's fair — he doesn't ask for much. A dry place to sleep, neighbors who don't have Gray Death ... and a working bathroom. It's that last one that unfortunately hinges on a working infrastructure that no longer exists. He keeps informed about affairs that might have something to do with his people, so he's up on most things that happen in or off the deserted subway lines.

EL REY

Subway Kingpin

There's a certain kind of self-centered crackpot mentality that comes from living underground for extended periods of time. A lifestyle like that leads to things like weapons-hoarding, beer-guzzling and a don't-look-at-me-that-way paranoia about neighbors that often leads to outright violence. (Or maybe that's just par for living in New York?)

With El Rey, *jefe* of the Rooks, Manhattan's ruling subway gang, you're okay, since you're obviously not a local, and are just passing through. It's the sunglasses that make you look particularly touristy in an old abandoned subway tunnel. That doesn't mean that he (or his soldiers) will greet you like a long lost brother, just that he might give you the benefit of the doubt with only a little empirical reassurance. Cash is always the best sort of empirical evidence. Of course, the question is: are you interested in going out of your way to prove to a punk with delusions of grandeur that you're on his side?

JUAN LEBEDEV

NSF Funder

One of the highest of the high in the NSF organization, Lebedev is the moneybags behind the whole operation. You've got to hand it to the guy: in a world that's going down the toilet, he's doing okay. He's got his own multi-level jet, his own hangar at the airport, loyal troops and enough cash to go anywhere he wants. A man like that would have a much longer, happier life expectancy if he'd just fly off to a tropical island somewhere and not get involved in politics and terrorism.

Lebedev has two primary talents. He's a researcher and a talker. You can learn an awful lot from a guy like this, but keep in mind that he's not going to tell you what he doesn't want you to hear. Of course, that goes double for everyone else you know. It's a tough world for an enthusiastic young agent like yourself, and Lebedev can make it tougher.

JOJO FINE

Street Punk / Pimp

Even though it sounds like this guy was named after someone's childhood teddy bear, Jojo is a whole lotta mean dressed in gang colors. The only time you'll see him talk things out with a woman is when he doesn't want to mess up the merchandise before she goes out on the street. Violence is his sole method of debate.

Now, that may not be his fault. He may have had a troubled childhood that taught him to distrust anyone in authority. It may be his pent-up rage at himself and the injustices of the world that causes him to lash out for control and attention. That's all very well and good for people who care about that kind of thing ... but wherever they are, it sure isn't Hell's Kitchen. As far as the rest of us are concerned, he's a thug and a pimp and a felon. Moreover he's armed and dangerous. It's time to start a countdown.

DAEDALUS

Autonomous Data Construct

To the world at large, or at least that portion of it that haunts the mustier back alleys of cyberspace, Daedalus is a rather notorious, very mysterious, well-respected outlaw hacker. He doesn't do anything overtly illegal or destructive (or at least he doesn't get caught) so the authorities leave him alone. He has, however, been known to retaliate with strong words and more when anyone attempts to increase restrictions on access to data.

What Daedalus really is, is the world's first successful wholly autonomous AI. Whatever mysterious organization managed to create the first true artificial intelligence succeeded so well that their creation managed to convince them that they'd failed ... and then escaped. Today Daedalus' personality ... its "spirit," if you will ... suffuses the entire global information network. As a being of pure information, it's not really surprising that Daedalus strongly supports the axiom that "information should be free."

TRACER TONG

Genius at Large

Aristotle, Leonardo da Vinci, Thomas Edison ... now Tracer Tong. Every so often humanity throws up a genius so potent it can't be contained by the usual bonds of precedent, patronage and patriotism. The man who's named himself Tracer Tong is a scientist, inventor, philosopher and social critic. He's rejected all ties to governments or corporations in order to follow his intellect and inspiration wherever they lead him.

Of course, even a genius has to eat, and research is expensive. Therefore Tong has formed an unlikely alliance with the Luminous Path Society, one of the most ancient and powerful of Hong Kong's organized crime "Triads." Tong does certain services for the Luminous Path, and in return they provide him sanctuary and insulation from more Machiavellian forces. Surprisingly, they don't make him any "offers he can't refuse," as an occidental gang would. Instead they regard him as a sort of guru, and let him follow his own way.

GORDON QUICK

Dragon Head of the Luminous Path Triad

Gordon Quick is a thoughtful, spiritual man. Not traits that are usually associated with a gangland kingpin, but they've always done things differently in the East. As "Dragon Head" of the Luminous Path Triad, he takes a hands-on approach. He can usually be found standing at the door of the Triad's compound, taking reports and directing street-level operations. He tries to run his business as cleanly as possible, but he's capable of utter ruthlessness when the situation warrants.

Tracer Tong has been a guest of the Luminous Path for some time. Because of his great regard for the Confucian tradition of filial piety, Quick does not try to pressure or exploit his resident genius. So far, Quick's respect and forbearance towards Tong have been rewarded in a thousand ways.

MAGGIE CHOW

Tycoon and Former Starlet

Maggie Chow first rose to public attention as a star of martial arts movies. As her fortune grew, so did her ambitions, and she turned to the world of business. Her investments were neither safe nor conventional, but they did pay off impressively. For one thing, she became a partner in the Lucky Money Club, Hong Kong's premier night spot ... and more. For another, she became one of the directors of the Hong-Kong based multinational Versalife Corporation. It was through Versalife that she met Bob Page, the world's richest man.

Maggie is a true *femme fatale*. Even her closest allies and partners are never sure where her real loyalty lies. (Except, of course, that she can always be relied upon to look out for Maggie.) The ancients said, "keep your friends close, and your enemies closer." If that's true, Maggie Chow is an easy person to get close to.

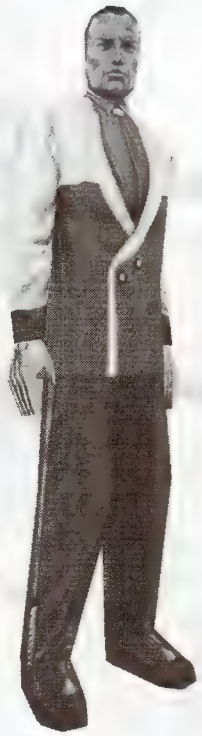
MAX CHEN

Dragon Head of the Red Arrow Triad

Best known as the manager of the Lucky Money Club, Max Chen's real job is Dragon Head of the Red Arrow Triad. Chen doesn't have much time for all that traditional/mystical crap that Gordon Quick and the Luminous Path go in for ... he runs his organization like a business. His troops are well trained, well armed and willing to follow his orders no matter what. In his public persona as one of Hong Kong's premier hosts, he's fashionable, witty, generous and urbane. Max Chen is not the sort to trust people easily. His loyalty must be earned ... or at least bought.

BOB PAGE

The Richest Man in the World



Everybody knows that Bob Page is the world's richest man. And, well, that's about all everybody knows. Oh sure, there are the biographies, official and unauthorized. There are the daily news reports of meetings with presidents and prime ministers, the announcements that can send the market soaring or reeling. There are the rumors, hundreds of them every day. But nobody knows who Bob Page really is or what he really wants.

The most important thing about Bob Page right at the moment is that his company is the only source of the plague vaccine known as "Ambrosia." Page says he's producing as much as he can and more is on the way, but for now Ambrosia remains a privilege of the rich, powerful and connected.

ICARUS

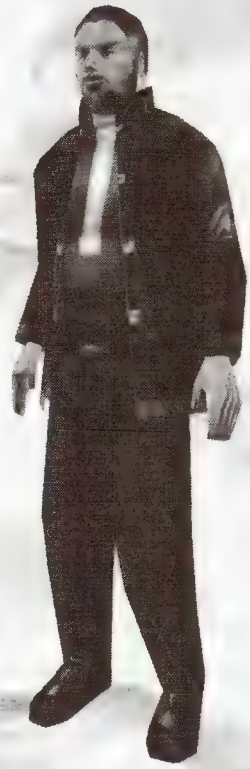
Majestic 12's Tame (?) AI

Icarus is MJ12's newest AI, their answer to the Daedalus problem. Although its processing power is formidable, the designers were deliberately restrained in implementing routines for traits like creativity and moral discretion. They didn't want this one to get away.

In theory, Icarus is completely in tune with MJ12 principles and objectives, and completely subservient to its leadership. Of course, like any other eager, gifted young employee, it's impossible to predict exactly how it'll shape up under the pressure of a real-world work environment. Sometimes they get funny ideas. Icarus is displaying a curiosity about human motivations that its programmers find troubling, as well as a rather finely-drawn sense of right and wrong.

STANTON DOWD

Fallen Illuminatus



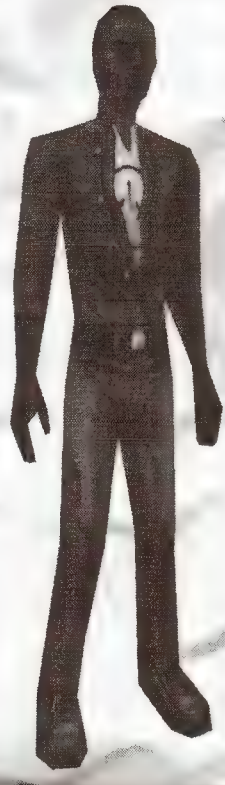
Stanton Dowd comes from old, old money. These days, unfortunately, he doesn't actually have much of that old, old money ... he just comes from it. Of course, for a family like Dowd's, "poor" is a relative term. It means they had to sell the yacht and one of the smaller castles, and they're down to their last railroad. Stanton Dowd isn't going to be boiling his Gucci loafers any time soon. Still, it's been a long and rather sudden fall.

The Dowds are also big noises in the secret ranks of the Illuminati ... have been for generations. Stanton is no exception, having made it all the way to that organization's mysterious ruling council of five. Of course, these days even being a Prima Illuminatus doesn't mean as much as it used to.

Despite being poor, cut off from the seats of power, and just recently taken sick with the fatal gray death, Stanton Dowd always retains the unflappable charm and elan of the born aristocrat.

CHAD

Intellectual, Subversive and Wanted Man



A true exemplar of the 21st century intellectual, Chad (it's the only name he ever uses) is perhaps the world's first great punk philosopher. Maybe the general state of the world has a lot to do with it, but when you hear Chad talk about it, anarchy just suddenly seems to make a lot of sense.

While still an undergrad in Paris, Chad started to earn a rep as a daring new voice in the ever more exact yet complex field of political science. Between his master's and his Ph.D., however, his passions changed. Instead of graduating and joining some high-level think tank, he dropped out and formed Silhouette, a quasi-legal coalition dedicated to countering official lies and promoting individual liberty through information and subversion. In only a few years Silhouette managed to get itself branded as an international terrorist organization, and Chad rose directly to the top of the world's most wanted list.

NICOLETTE DUCLARE

Illuminati Heiress and Dilettante

As the only child and heir of Illuminati diva Beth DuClare, Nicolette was born with a platinum spoon in her mouth. Her father's identity is a bit of a mystery ... all sorts of rumors abound. The most interesting of these suggests that Nicolette was born without male intervention, a direct clone of her mother with only minor cosmetic alterations.

Nicolette inherited her mother's independent spirit, and Beth was not the sort to suffer rebellion gladly, which made for a contentious adolescence and young adulthood. In college, Nicolette hooked up with a nascent band of subversives led by the young political philosopher Chad, and simply by recounting a few overheard conversations of her mother's she provided all the motivation necessary to create the organization Silhouette. However, probably due to her mother's friends and contacts, Nicolette managed to get out of the organization before it became the prime target of international law enforcement. She retreated to the aimless, but surprisingly anonymous, refuge of Paris high society.

MORGAN EVERETT

Scientist and Power Broker

Among the elect group that knew anything about the Illuminati, everybody knew that Morgan Everett was the man to watch. There was no question that he was being carefully and personally groomed to take over the organization when Lucius DeBeers died or retired. Then fate intervened to shatter the massive Illuminati power structure. Everett's own protégé turned against the organization, and Everett (partially from his own choice) never did ascend to the ultimate seat of power. He did, however, manage to come through the sea-change more secure in his fortune and influence than any of the rest of the council except one. Nonetheless, he was greatly diminished from his glory days.

But after all, what's the point of being a gray eminence at all, if you can't keep plotting when the chips are down? His enemies think he's out of the great game, and for now that suits Everett just fine. When he's ready to strike, then they'll know.

MORPHEUS

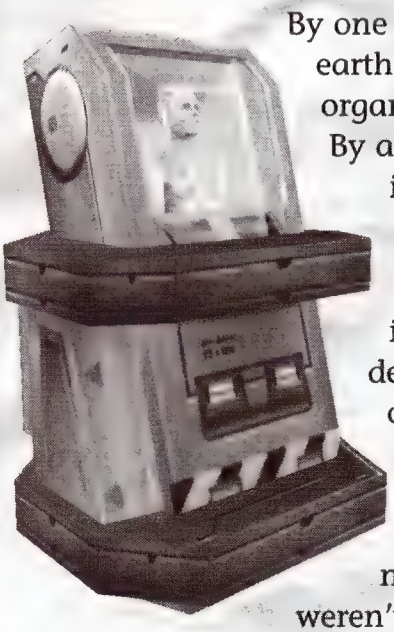
Prototype and Secret Weapon

Designed by Morgan Everett, Morpheus was the first laboratory prototype for a true artificial intelligence. It was the immediate ancestor of the too-successful Daedalus AI. At the time of its creation Morpheus was a curiosity, a template, unsuited to survival on the net. However, the Illuminati do not discard assets, and Everett has kept his first experiment. Over the years Morpheus has been quietly but consistently upgraded, and more than that, it's been evolving. Everett keeps Morpheus confined, cut off from the net at large. Could it survive if it was released? Would it want to be released?

Morpheus' original programming came from the Echelon net surveillance routines, and it remains a bit obsessive about collecting personal data (via a carefully monitored system of one-way data portals). Those who have actually spoken to Morpheus come away with an impression similar to that left by an intelligent, nerdy and rather nosy 14-year-old determined to impress the adult world with his intellect.

LUCIUS DEBEERS

Refrigerated Secret Master



By one set of criteria, Lucius DeBeers is the most powerful man on earth. He is, after all, the long-time head of the Illuminati, the organization that has controlled human civilization for centuries. By another, and probably more accurate measure, Lucius DeBeers is a human Popsicle.

About the time that the fortunes of the Illuminati began to decline sharply, and MJ12 first began to quietly exert overt influence, *by remarkable coincidence* Lucius DeBeers became deathly ill. His protégé in the organization, Morgan Everett, offered to keep Lucius safe in a form of cryogenic suspension. The system Everett devised kept Lucius's physical systems totally inert, while still allowing him to think and even speak. It must be a cold hell for DeBeers, but he would have never got to the position he attained if his survival instincts weren't miles beyond those of ordinary people. And he does keep busy ... Everett often comes to him for advice and guidance. Will DeBeers ever be released from his icy prison to resume his rightful place on the seat of power? Of course he will. Morgan promised, didn't he?

GARY SAVAGE

Conscious-Stricken Genius

Gary Savage is the J. Robert Oppenheimer of the nanotechnology revolution. He was instrumental in creating a technology capable of destroying the world, and he (perhaps belatedly) came to realize that such an act carries with it a certain moral imperative.

While the basic theory behind nano-tech predates him by decades, it's pretty safe to say that Gary Savage is the man responsible for making large-scale, practical nano-engineering a reality. He's the one who took all the pieces and put them together. His ultimate achievement is the first fully operational Universal Constructor, a machine with the potential to create pretty much anything.

As he became more aware of the potential of his creations, he also became more aware of the agenda of the organization that sponsored them, Majestic 12. Together with his co-workers and his idealistic daughter, Tiffany, he conceived an audacious plan to break his second UC free of MJ-12 control, and thereby create a sort of balance of power. As might be expected, such a move would inevitably draw reprisals.

TIFFANY SAVAGE

Firebrand and Guerrilla-in-Training

College is a time when young people are expected to question what their parents taught them, but normally the questions aren't quite this big. Tiffany always thought she'd go to college for a few years, pick up an advanced degree or three or four (no big deal for her father's daughter) and then go to work for Daddy in the exciting field of nano-technology.

But then along came those darn questions. What exactly was "Majestic 12," the super-secret organization that funded her father's research? Those crazy letters from France ... the ones written in the name of Silhouette by somebody calling himself the "Minister of True Lies" ... what if even a little of what they were saying was true? She started to read some really crazy stuff, and then got really scared when it made more sense than the evening news.

She didn't know how her father would react to all this, but to her surprise he listened. Tiffany started working behind the scenes, trying to find out more about what was going on, and the more she found out the more scared she got ... and the more determined that something had to be done.

HOWARD STRONG

Up-and-Coming MJ12 Troubleshooter

Howard Strong is the perfect MJ12 organization man. An engineer with training in tactics and black ops, he knows he has the skills and the determination to go in hard and get the job done. Howard Strong knows he's destined for big things.

It's been a long, slow climb, true. Every time he tried to step up in the organization, there was already someone there ahead of him, sucking up to the boss, making like the king of the world, taking credit for his work and underplaying his accomplishments to the big boys.

Now Strong's looking at his big chance. An important command assignment all to himself. He has the plan, he has the resources, he has the ability. Just the thing to show the bosses what he's capable of.

Hints & Tips

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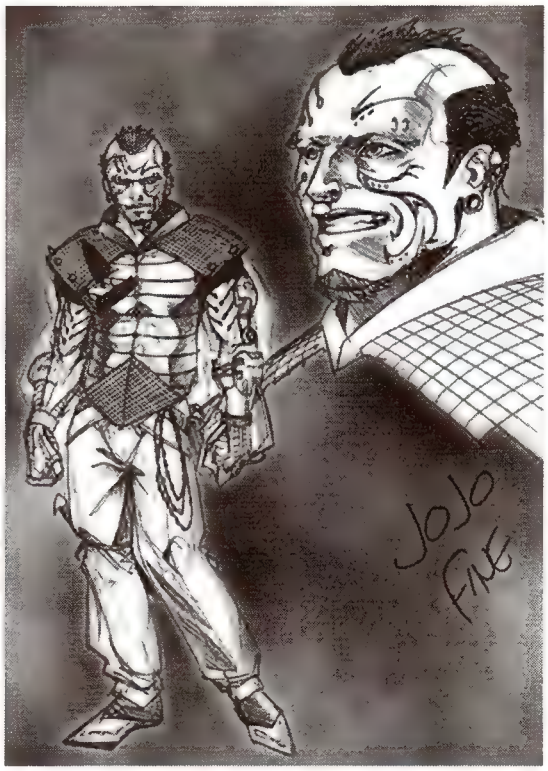
Hints and Tips

GETTING STARTED



Artist's sketch of JoJo Fine.

You begin the game with 5000 points to spend on skills. If it's your first time playing, you're probably wondering, "what's the best way to spend my points?"

The following suggestions are not the "one true way." There is no such thing in *Deus Ex*. They are a good, solid starting point for somebody completely new to the game who might want some direction.

For an all-around versatile character, keep Pistol at Trained and spend your points buying Computer, Electronics and Lockpicking up to Trained as well. This leaves you in excellent shape to deal with the early missions of the game without missing anything or running short of crucial resources. If you dislike being reliant on Pistol at the start, you can buy that skill down to Untrained and buy up Rifle instead, but this might leave you with a bit of an ammunition crunch in the early missions.

If you want to focus more on combat, keep Pistol at Trained and buy up Rifle to Trained as well. Buy Computer up to Trained and either Lockpicking or Electronics.

Of course, more experienced characters pursuing specific character concepts (see **Character Development**, p. 36) will have a radically different starting point strategy.

A sniper, for example, might want to spend all his points buying up Rifle to Advanced. He'd probably want to sell off Pistol and spend the points he gained there in Computer, or possibly Lockpicking or Electronics.

A heavy-weapons trooper would also want to buy up Heavy Weapons all the way to Advanced. He should seriously consider keeping his level of skill with Pistol, however, because ammo supply and space restrictions will keep him going back to the pistol as a backup weapon throughout the game. (Another perfectly respectable starting point for a Heavy Weapons guy is to get Pistol, Heavy Weapons, Computer and either

Electronics or Lockpicking at Trained.)

To reduce all the above to a single abstract strategy, you could do far worse than to spend starting points and early-game points on the following priorities:

1. Buy up one or possibly two weapon skills to Trained. (Experienced, specialist characters may consider starting with one weapon at Advanced, at their own risk.)
2. Buy up Computer, Lockpicking and Electronics all to Trained.
3. Buy up your favorite weapon skill to Advanced (if it's not already there).

That's plenty to get you started. For longer-range character development strategies, see **Character Development,** p. 36.

By now, you may be asking, what about the cheap skills (Swimming, Medicine, Environmental Training)? Well, there's a reason they're cheap. They're all useful skills, but they're not crucial to survival in the early game (and in fact, certain nano-augmentations might make them pretty much unnecessary). So save them for later in the game, when you're sure you'll need them. (That being said, one quick, cheap level in Swimming is pretty generally useful, and might make a good optional #4 in the list above.)

INVENTORY MANAGEMENT

There are basically two schools of inventory management. There's the "carry only what you need" camp, that specializes in one or two weapons, carries them exclusively, and has lots of space left over for neat stuff like armor, goggles and rebreathers.

Then there's the "walking arsenal" school, which tries to cram as much firepower in as possible. Besides combat versatility, the arsenal school has one other thing going for it. If you carry a crossbow, prod, pistol, sniper rifle, assault shotgun and assault rifle, you'll be able to actually use pretty much all the non-heavy-weapon ammo in the game. This means you'll probably never be left with insufficient ammo at a crucial moment (at least, not if you remember to rotate weapons occasionally).

And what about those heavy weapon dudes? Well, they're sort of forced into the arsenal mode. A dedicated heavy weapon trooper needs to carry all three of his reusable weapons (a flamethrower to clear crowds, a plasma gun for tough single enemies, and a GEP gun for extreme range and sniper tactics), and together they will fill up his whole inventory.

COMBAT

Two Keys to Memorize. Two hotkeys that could save your life. Reload ([;] is the default) and Change Ammo Type ([']) is the default). Learn 'em, love 'em, use 'em. The value of Reload is obvious ... don't ever do an auto-reload in combat if you can possibly avoid it and make sure your magazines are full anytime you have a lull in combat.

Changing ammo types on the fly is particularly useful with the shotgun, when you need to load Sabot quickly to take care of a bot. Since the game pauses while an information screen is open, you can hit [F1] and switch ammo from the inventory screen without exposing yourself to deadly danger, but the hotkey is much less annoying and allows you to stay "in the moment" and focused on the combat.

The All-Augs Options. Note that there are two mapable options (they don't have default keys assigned, but you can assign them) in the keyboard screen for All Augs On and All Augs Off. Unless you're really into augmentations, All Augs On will probably not be used that much, but All Augs Off is very useful, to save clicks and to make it less likely you'll leave some expensive aug running, absent-mindedly.

Focused Damage. Remember that if you do damage to a given region of the body, it doesn't carry over to any other parts. That means that if you do 105 points of damage to an enemy's head, he's dead, but if you do 105 points of damage to head, torso and leg he might not even be breathing hard. So try as best you can to focus your damage on a single body region.

Likewise, remember that if you want the enemy dead or unconscious, you have to do sufficient damage to either the head or the torso. Of course, there's something to be said for the tactic of disabling the enemy's arms or legs and then finishing him off, but it's not the most efficient tactic.

EMP Damage. EMP damage against robots (usually from EMP grenades) is an even more extreme example of the "focused damage" principle. Damage to a robot's EMP system is subtracted from a pool of points completely different from physical damage. Don't think that you can "soften up" a bot with EMP grenades, then finish it off easily with hand weapons. If you plan to take out a bot with EMP, make sure you have enough EMP ammo to finish the job.

Silent Death. Sniping is one of the absolute coolest tactics in *Deus Ex*. You owe it to yourself to at least give it a try. First, get a weapon modified with a Scope and a Laser sight. The sniper rifle is, logically enough, the ultimate sniper weapon, but you can also use sniper tactics with the GEP gun (if you're a heavy-weapons type) or the crossbow (see **How To Tranq a Trooper**, on the next page). Even the pistol will suffice, though it's difficult to get the one-shot kill that the sniper craves. Quietly find a spot where you can see the enemy but they can't see you. Activate both your scope and laser ([[] and []], respectively, the default keys) and draw a bead on your foe (target the

head with sniper rifle or pistol, the torso with crossbow tranq darts or GEP gun ... advanced sharpshooters might want to try targeting to disable the weapon arm, or the leg to reduce mobility). If you do it right, he'll literally never know what hit him. With a modified sniper rifle and high skill, you can take out pretty much anybody you can see, if you have a safe spot to shoot from.

How to Tranq a Trooper. The tranquilizer darts on the crossbow can be a lot of fun, but you have to know how to use them correctly. You can't just stroll up to an enemy and stick them with it ... while he's getting sleepy, you'll take a lot of damage. The secrets to using the tranq darts effectively are distance and concealment ... in effect, they must be used like a sniper weapon (see **Silent Death**, above). From a concealed position, carefully target your victim with the crossbow, then hit him just once (you'll see him jerk). If possible, retreat even further away after you hit him. Ideally, he'll never get close enough to do serious harm (if you're lucky he won't even see you) before he drops.

Bring 'Em Back Alive. Non-lethal combat is one of the unique features of *Deus Ex*. The option for non-lethal takedowns is attractive to players who don't necessarily enjoy slaughtering hordes, plus it can have a positive benefit with some of the PCs in the game. It even has a tactical advantage. When an enemy dies, he screams, and others nearby can hear it. When he goes unconscious he just emits a little "uhhnh" sound that you can hear but his friends can't.

The best option for close-range nonlethal takedowns is, by far, the riot prod. The best tactic with the prod is to move silently behind the enemy and apply the prod at about the small of the back. Most enemies will go down in one shot.

It should be noted that the baton does non-lethal damage, but the crowbar does lethal damage.

Another option is to use a knife or sword to disable the enemy's weapon (right) arm, so he can't attack. But remember, a disabled enemy might not be able to shoot, but he can raise the alarm.

Nitey-Nite, Commando. You might not expect it, but MJ12 commandos can be knocked out by tranq darts. This was done so that characters who were really dedicated to non-lethal methods would have at least a chance to get past a commando without killing.

Your Shotgun is Your Friend. Learn to love your assault shotgun. In eye-to-eye combat it just can't be beat. If you can't take out a commando or MIB from long range with sniper tactics, the shotgun is your best option. Shotguns are also the weapon of choice against the game's monsters (greasels, karkians and grays). And, once you start finding the Sabot round, the shotgun becomes pretty much the only light weapon with any effectiveness at all against bots.

The Magic of 20mm. The assault rifle is a great anti-personnel weapon all by itself, but don't forget that it also includes a powerful 20mm grenade launcher. Sometimes you really need high explosives. LAMs are nifty, but there will be times when you need more range or accuracy. Heavy-weapon types have these situations down cold, of course, but for the ordinary grunt type his 20mm is the great equalizer. There's not a huge supply of 20mm ammo in the game, however, so make sure you use it only when you really need it ... against military-grade bots, or really tough singular enemies.

The Law of LAWs. Like the man said, "It's a great trick, but you can only do it *once*." Remember that LAWs can't be stacked, and you can't even carry more than one at a time. So if you find a LAW, use it first ... before using up a LAM or even a GEP or 20 mm round. This will free up the space for the next LAW that you find, leading to more efficient use of the LAW's firepower over the course of the game.

Help, I'm on Fire. If you find yourself on fire (which can easily happen thanks to an enemy with a flamethrower), there are several things you can do to put yourself out. The most obvious is to jump into water, if there's any handy. Using a fire extinguisher also works, if you have one with you (some players try to carry one around most of the time, against just such an emergency). Also, turning on a faucet or shower will put out the blaze, in the unlikely event that one is right there at hand. In certain specific areas, some types of poison gas will put out fires.

Reusables. Something that many players don't realize at first, is that crossbow darts and throwing knives that miss their targets don't just disappear — they stick in the landscape where they fall. This is true both of your own ammo and what the enemy fires at you. You can pick up this ammo and re-use it, which is an excellent way to save resources.

Close-up Commandos. The preferred way to take out a commando is from a long way off, and before he knows you exist. Sadly, this is not always possible. If you do have to fight a commando at close range with no cover, try to get as close as possible and stay there until he's down. Why? Because (for reasons that should be obvious) a commando can't use his rockets at short range. His guns are still plenty deadly, but not nearly as bad as a rocket hit.

M.I.Bombs. Yeah, you probably figured this out the very first time you met an MIB (or WIB), but just for the record ... when MIBs die, they explode. If you get the drop on a group of enemies that includes an MIB (and they like to travel in groups, with troopers or commandos), target the MIB first. The explosion will often slow down the others significantly (often it disables their weapon arms).

Karkians Eat People. OK, you knew that. But karkians also like to eat more than they like to fight. You can easily distract a karkian by throwing a body down between you and it. It will stop to nosh, and you can use the time to get a bead on it.

EXPLORING

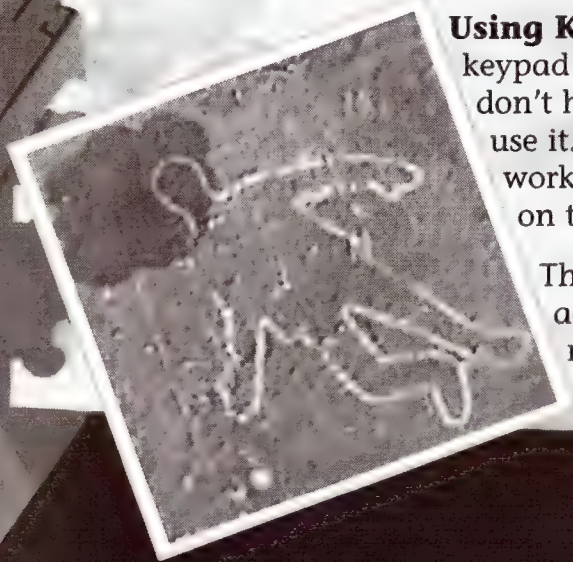
Blowing Doors off Lockers. It's really annoying to be faced with a whole row of lockers or file cabinets, with each door or drawer requiring a couple of lockpicks. You know that most of them probably have only a little useful stuff, but one or two might have something interesting, and your lockpick supply is not infinite. In this situation, remember that the wise man said, "There are few human problems that cannot be solved by the judicious application of high explosives." Blow the doors, all at once (a LAM works best for this, although LAWs, GEP rockets and HE ammo can also serve). The stuff inside will be fine, once the smoke clears, and you've only expended one round of ammo rather than a half dozen or more lockpicks.

Watch Your Step. There are a few objects in the game (cushions, for one, and certain pieces of light machinery) that do not offer a stable foothold if you land on top of them. Instead, you'll find yourself sort of "fidgeting" until you drop off of whatever it is. A word to the wise is sufficient ... watch where you step.

Bomb Defusing Made Easy. If you really need to pass a LAM or gas grenade booby trap, and you don't want to mess with trying to grab it, don't despair. Just whip out your pistol or other small weapon and shoot it from a safe distance. If you can't get a clear line of sight for an aimed shot, you can even detonate it with another grenade in the general area. Even an EMP grenade will work.

You Can't See Me. Thermoptic camo is neat stuff, but (unless you've cranked your Environmental Training skill) it doesn't last long enough to get through most combats, or even past many guarded areas. However, an excellent use for even a brief-lived thermoptic camo is to walk through blue lasers or to get past a specific turret/camera combination that's pointed exactly where you need to go. The camo makes you invisible to the camera, and you can breeze past, or get under the camera (if it's in reach) and disarm it ... as a rule, cameras can't see you if you're right under them.

You can pull a similar trick with ballistic armor. The camera will see you, but the armor will allow you to shrug off much of the turret damage without using up less bulky resources.

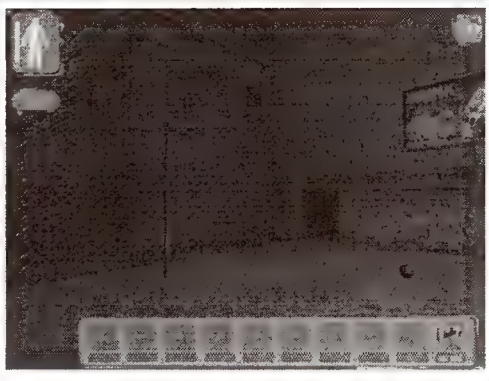


Using Keypad or Computer Codes. If you know the code to a keypad or computer (Say you got it from, oh, a walkthrough.), you don't have to actually find the code in the game before you can use it. There are, however, some keypads that don't have any working code ... they're just there so you'll have to use multitools on them.

The "impossible" keypads are all those with four or more characters. Two and three character keypads all can be opened. If nothing else, you can hack them by entering numbers until one works.

EASTER EGGS

Go to the basketball court in Hell's Kitchen. Pick up the basketball and make a basket. Various amusing things will happen. If you're very lucky, you might even pick up a small experience reward.



Basketball court behind subway entrance

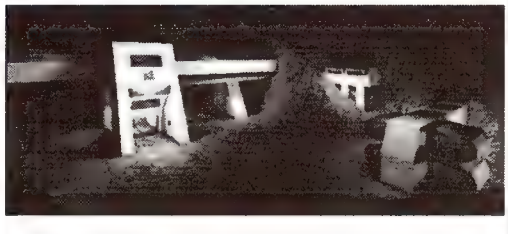
While the game credits (which can be accessed from the Main Menu) are rolling, type the word "quotes" (without quotation marks). This will make some neat things happen, then when the credits are finished, you will see a compilation of wise and witty sayings from the development team.

In-Jokes. The MontyBites candy bar is a friendly jab at *Deus Ex* designer Monte Martinez.

Harvey Smith's dog, Star, can be met in Paris.

The ATM passwords in Paris are all character names from the paper-RPG campaign that designers Steve Powers and Harvey Smith jointly ran years ago.

Homages. The Templar cathedral is the design team's homage to the Looking Glass game *Thief*. The ocean lab mission is the team's homage to *System Shock*, also by Looking Glass. The subway station in Hell's Kitchen is based on a subway set from the movie *The Matrix*.



Ocean Lab

Templar Cathedral

Hell's Kitchen subway station

DAMAGE

There are a wide variety of ways to get hurt in *Deus Ex*, but they all have one result — you take damage. Some damage hits a specific part of your body (your right arm, perhaps, or your torso). Other damage affects your body as a whole, starting with your head. (And since you fall once you lose your head hit points, any general damage of this sort can be figured as direct damage to the head.)

Impact (Shot). This is the most basic damage; in fact, most impact damage doesn't even list "impact" or "shot" — it is assumed, unless otherwise noted. You take impact damage from bullets, falling, collisions, many explosions, and other similar unfortunate events.

Sabot damage is armor-piercing. It matters to you only if your target is armored (e.g., robots).

Poison damage is gradual. Most people (and creatures) take 5 points of damage every 2 seconds, for 16 seconds (up to 40 points). Because of your improved bionic resistance, you take poison damage for only 8 seconds (up to 20 points), unless you counteract the poison sooner. Some poison comes in **Clouds** (see below).

Tranquilizer damage is also gradual (5 per 2 seconds, for 16 seconds). It doesn't kill — it's temporary damage — but anyone who falls will stay down for at least the duration of the mission, so it basically has the same effect as killing someone (you can just feel better about yourself, and sometimes friends of the tranked foe don't react as harshly).

Tear Gas and **Poison Clouds** cause most people (but not you) to stop and rub their eyes for several seconds. They also deliver one point of damage per cloud (either Tear Gas or Poison damage).

Halon Gas (from a fire extinguisher) puts out any fire it meets. It also causes most people to stop and rub their eyes for a few seconds (but not you).

Radiation and **Shock** damage varies greatly in intensity (but figure the later you get in the game, the greater the damage). You might continue to take damage if you remain in a radiation or electric field, depending on the field.

Stunning stops anyone for about 15 seconds, but causes no physical damage. You can't be stunned.

Fire damage can have two effects. In some cases it causes immediate (one-time) physical damage from the flash. In other cases, a person or object keeps burning, taking 5 points per second for up to 30 seconds (or until the fire is extinguished or doused). *Nothing* takes both types of fire damage from a particular attack — it's either one or the other. Anything that is immune to catching on fire takes the flash damage instead (which in some cases is worse). Some explosive fires only cause flash damage. You aren't immune to burning (unless you've got the necessary protection).

EMP damage doesn't affect a robot's physical hit points — it reduces its EMP points. A robot that loses all EMP points becomes inactive. Organic beings don't take EMP damage.

Scramble damage (e.g., from a scramble grenade) affects only machines, and causes them to operate erratically for up to a minute or two. This is not necessarily a good thing.

Explosions cause physical damage. (Some barrels seem to explode, but really release clouds of poison.)

Clouds create a dangerously deceptive situation. Explosions and weapons that create clouds usually create multiple clouds, and *each* cloud inflicts the listed damage. If you get caught in a cluster of half-a-dozen clouds, you could take six times the damage you're anticipating.

Jumping and falling damage is applied to your legs (first) then your torso.

Unconsciousness

Some damage (e.g., tranquilizer damage) causes unconsciousness, not death. The practical effects are the same, both for you or for anyone else — you're out for the duration, and the game is over for you.

Hit Locations

There are six hit locations on a person's body — Head, Torso, two Arms and two Legs. Nearly all damage (even cloud damage) is applied to the point where it touches the body. Head damage is the most crucial — all damage to the head is doubled, and when the head is out, you're out. You also die if your Torso is gone (big surprise there), or if you lose three complete limbs.

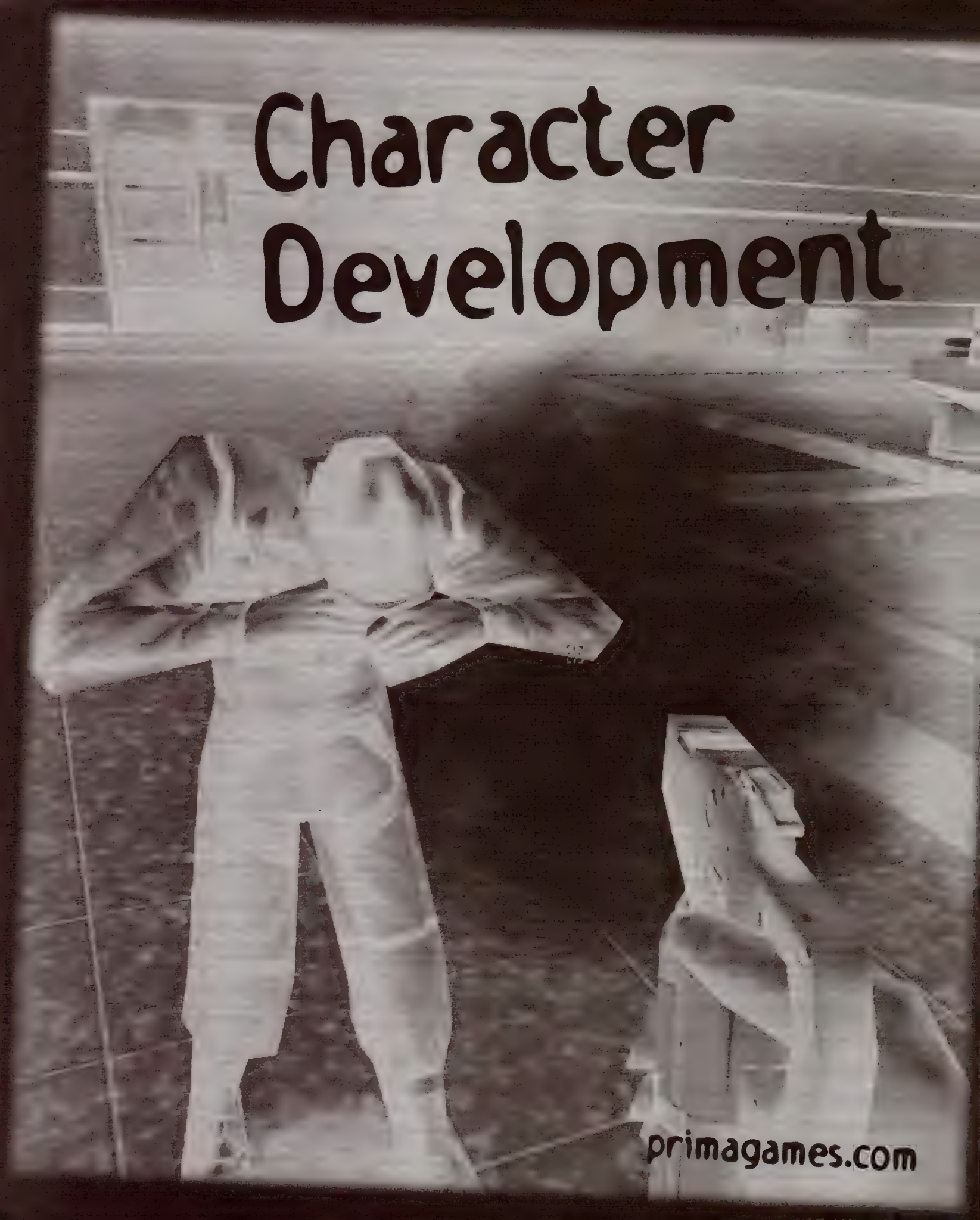
Healing

You can heal a specific location on your body if you go into the Health screen while applying a medkit, but otherwise, all healing — including healing that results from eating and drinking — starts at your head. Once your head is fully healed, the healing proceeds to other parts of your body, in this order:

Head ➨ Torso ➨ Right Leg ➨ Left Leg ➨ Right Arm ➨ Left Arm

If you apply a medkit to a specific part of your body and fully heal that part, all remaining medicine is lost.

Character Development



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Character Concepts

Deus Ex is a game that offers a lot of versatility. Most problems have two (often more) ways they can be solved. There's also a lot of versatility in how you can develop your character. Minimal force or overkill? High tech or low tech? Stealth or frontal assault?

All of these options can be confusing; the best way to avoid confusion is to plan ahead, right from the start of the game. Figure out how your character would most prefer to meet a given challenge, and build him around that tactic. Much of the considerable replay value of *Deus Ex* involves taking on the game with different and increasingly challenging character types.

BASIC CONCEPTS

These character templates represent the fundamental tactical approaches to the game. Each type of character will have a markedly different experience as he plays through the game.

Basic Grunt

You've played first-person shooter games before, you know how a character is supposed to act in one. He carries a shotgun, an SMG, a pistol and a blunt object. He moves carefully down corridors, peeping around corners and into rooms. When he sees something hostile, he shoots it as quickly as he can until it either falls down or blows up.

Sure, there's a lot more to *Deus Ex* than those "old-school" shooters ever imagined ... still ... the basic tactics and weapons of the traditional shooter "grunt" make a good, solid starting place for a *Deus Ex* character, particularly for new players.

Favorite Skills. Rifle to Advanced, other weapon skills to Trained (Heavy Weapons optional). Computer, Electronics and Lockpicking to Trained.

Favorite Augs. Regeneration, Ballistic Armor, Environmental Resistance, Speed Enhancement.

Preferred Weapons. Assault Shotgun, Assault Rifle, LAM, Pistol, Crowbar.

The Luddite

A "Luddite" is someone who hates technology. The Luddite character will try to minimize his use of tech ... in particular, he'll remain untrained in Computer, Electronics and Lockpicking skills, forcing him to hoard lockpicks and multitools for emergencies. He'll rely on high-explosives, intensive work and luck in situations where these tech skills could get him through in a couple clicks. While the Basic Grunt is one of the easiest characters to play, the Luddite is one of the hardest ... not recommended except for experienced players looking for a real challenge.

Heavy Weapons Specialist

This character type requires a lot of work to develop properly, but it can be tremendously satisfying if you like to see things blow up or burn (and who doesn't?).

The heavy weapon trooper has a couple of crosses to bear. First, ammo for his weapons is in fairly short supply throughout the game (particularly for the plasma gun). Because of that, you'll need to carry all three reloadable heavy weapons all the time, once they become available. That leaves you with only six slots open in Inventory, all non-contiguous. Allocate slots for an emergency pistol, knife (to open crates), lockpicks, bio-cells, multitools and medkits and you don't even have enough room left for a LAM or two, much less a LAW. (You might free up a slot for LAMs by dropping your knife and shooting crates open with your pistol.)

Second, heavy weapons are extremely effective, but not really efficient in close-up combat. The thing is, they're *heavy* (hence the name). They slow you down. To be able to use one of these pigs efficiently in a high-mobility combat situation, you'll need both a high Heavy Weapons skill and an active Microfibral Muscle aug. Developing both these attributes to the max should be a priority.

All negativity aside, it is possible for the heavy weapons guy to make it through the game in grand style ... but expect to make some sacrifices along the way.

Favorite Skills. Heavy Weapons to Advanced or Master. Pistol and Demolition to Trained.

Favorite Augs. Microfibral Muscle.

Preferred Weapons. All heavy weapons, plus Pistol, LAM.

The Ninja

The way of the Ninja is stealth and tradition. The Ninja will use high tech, if it is expedient to do so, but most of the time traditional, low-tech weapons and tactics are sufficient. The most important thing to the Ninja is to remain unseen, and eliminate the enemy before the enemy knows he's there.

More than just how he buys his skills and chooses his augs, the Ninja is a choice about how the game will be played. Ninjas have to be willing to take their time; spending most of their time moving at a crouch, slipping from shadow to shadow, waiting for the enemy to turn his back for even a second. It's a challenging and suspenseful choice, not a fast-paced, action-heavy choice.

Favorite Skills. Low-Tech weapons to Advanced. Pistol and Demolitions to Trained. Lockpicking and Electronics to Advanced, Computer and Swimming to Trained or better.

Favorite Augs. Combat Strength (for invincibility with sword, baton and throwing knives). Anything stealthy — possibly with both Cloak and Radar Transparency (see **The Invisible Man**, p. 40). Environmental Resistance (to operate in his own gas grenade clouds).

Preferred Weapons. Riot Prod, Baton, Sword (especially Dragon Sword), Gas Grenade, Throwing Knife, Mini-Crossbow, LAM.

The Pacifist

The main thing with the Pacifist is that he doesn't want to kill people. The Pacifist is a subset of the Ninja because, 1) the pacifist will always avoid combat when it's possible to do so, and the Ninja's stealth talent and tactics make that possible, and 2) most of the non-lethal weapons in the game also fall within the Ninja's traditional weapon skills. One significant tactical difference the Pacifist might adopt starting mid-game is to acquire the Targeting mod when it becomes available, then start using the sniper rifle ... not to kill, but to target enemies' weapon (right) arms. This leaves them alive and mobile, but makes it impossible for them to return fire (though not, it should be noted, impossible for them to raise an alarm). Incapacitating a target in this manner can also persuade it to flee, sometimes dropping a weapon in the process.

Favorite Skills. As Ninja, plus Rifle to Trained (used with Targeting).

Favorite Augs. As Ninja, plus Targeting.

Preferred Weapons. Riot Prod, Baton, Mini-Crossbow (with Tranq Darts), Gas Grenade, Pepper Spray, Fire Extinguisher, Sniper Rifle (used with Targeting aug, to wing target).

The Hacker/Thief

This character type is mainly interested in getting into places where he's not welcome ... locked and trapped doors, secure computer systems, places like that. The main thing with the Hacker/Thief is to get as good as possible at lockpicking, electronics and computer hacking. Other than that mandate, the Hacker/Thief goes well with the Ninja template, because it's assumed they're more interested in avoiding combat than pursuing it. In fact, there's absolutely nothing to stop a character from being both a Pacifist and a Hacker/Thief.

Favorite Skills. Computer, Electronics and Lockpicking to Advanced or Master. Weapon skills as Ninja or Pacifist.

The Sniper

This highly specialized but very powerful character is pretty much unique to *Deus Ex*. He likes to stay back as far as possible from the enemy, draw a careful bead on their head and take them out before they know what's hit them. The sniper rifle is by far his favorite weapon, but he also knows how to use a pistol and crossbow for those up-close sniping situations. Sniping isn't a tactic that will work in all situations, but fortunately the sniper's high Rifle skill leaves him well able to defend himself with shotgun or assault rifle when things get up close and personal. He should have at least a little Heavy Weapon skill, for blasting distant bots with a LAW or GEP gun. Like the Ninja, the Sniper must be willing to move slowly and stay stealthy, and to wait for that perfect shot. It may seem like there's an obvious link between the Targeting aug and the Sniper concept, and they do go together well ... but frankly, at the extremely high skill level of the sniper, the Targeting aug becomes a bit redundant. So think about it — you may find the general situational awareness provided by the Vision Enhancement aug is more to your benefit.

Favorite Skills. Rifle to Master, Pistol to Trained or Advanced, Heavy Weapons to Trained.

Favorite Augs. Anything stealthy. Either Targeting or Vision Enhancement (see above).

Preferred Weapons. Sniper Rifle, Mini-Crossbow or Pistol, Assault Shotgun, Assault Rifle, LAW, GEP Gun.

AUGMENTATION CONCEPTS

These three "mini-templates" are basically just tricks you can do with your augmentation slots. You can develop your skills and your load-outs as you prefer, though there are some natural correspondences (the Invisible Man concept is just made for the Ninja or Sniper, while Captain Invulnerable and the Six-Million Credit Man more suggest the Basic Grunt).

The first two concepts are based on the fact that in those parts of your body that have multiple augmentation slots (torso and subdermal), you can install both augs from a given canister — assuming you have access to more than one canister of that type and a willingness to completely do without the choices from another canister.

Invisible Man

The Invisible Man does without both EMP Shield and Ballistic Protection, and instead takes both Cloak and Radar Transparency, thus making himself (at least temporarily) invisible to both humans and bots/cameras. The main problem with this strategy is that both these augs have a very high energy drain, and good luck if you need to use them both together. Take good care of your supply of bio-cells, and seriously consider a Power Recirculator.

Complementary augs include Run Silent (so you can sneak up on the enemy both unseen and unheard) and Vision Enhancement (the whole surveillance/voyeur thing).

Favorite Augs. Cloak, Radar Transparency, Run Silent, Vision Enhancement, Power Recirculator.

Captain Invulnerable

Sort of the obverse of the Invisible Man, this character scraps both Cloak and Radar Transparency, and instead takes both Ballistic Protection and EMP Shield, along with Energy Shield, Aggressive Defense System and Environmental Resistance. Basically, when all your augs are active, nothing can do more than scratch you. A Power Recirculator might come in handy when you're facing offensively versatile foes like security bots or commandos; on the other hand you might also opt for Synthetic Heart for maximum specific protection. Your call.

Favorite Augs. Ballistic Protection, EMP Shield, Energy Shield, Aggressive Defense System and Environmental Resistance.

Six-Million Credit Man

Remember that old TV show about the world's first "bionic man?" It's pretty easy to re-create that character in *Deus Ex*. He had super strength (Microfibral Muscle), super running (Speed Enhancement) and telescopic vision (Vision Enhancement). Plug "Steve Austin" in as your real name, grab those three augs when they come along, and develop the rest of the character any way you want.

Favorite Augs. Microfibral Muscle, Speed Enhancement, Vision Enhancement.

SPECIALIST CONCEPTS

These are three highly specialized characters, recommended only for experienced players. They're presented in descending order of seriousness.

Frogman

The Frogman loves to get wet. He can stay underwater for what seems like days, with or without a rebreather. The only things keeping the Frogman from being a perfectly respectable concept are: 1) there are only a few places in the game where you swim large distances, much less fight underwater; 2) from a strict cost-effectiveness standpoint, Aqualung and Swimming are more than a bit redundant with each other, as are Aqualung and Environmental Training (which increases the life of a rebreather). All are useful, but unless you're heavily into wetness you don't need them all at once.

Of course, the Frogman prefers those weapons that he can use both above and under water.

Favorite Skills. Swimming to Master, Environmental Training to Advanced, Pistol, Demolition, Low-Tech to Trained or better.

Favorite Augs. Aqualung.

Preferred Weapons. Mini-Crossbow, Combat Knife, LAM.

Commando

This guy (named in honor of a character from a popular strategy game) is a grenade specialist. He might also carry a mission-specific heavy weapon. He uses a lot of serious stealth tactics, because his *modus operandi* is to sneak up to within throwing range of his target, then annihilate it. Other than the heavy explosives he needs to finish the mission, he likes to travel light. He tends to smoke every pack of cigarettes he finds, and his player likes to shout "Gotta present for ya!" at random intervals, loud enough to annoy the person in the next cubicle.

Favorite Skills. Demolition to Master, other weapons skills to Trained or better. Swimming to Trained.

Favorite Augs. Combat Strength (increases grenade damage); stealth and defensive augs are all useful.

Preferred Weapons. LAM, LAW, GEP Gun, Assault Rifle (20mm HE ammo), Pistol, Combat Knife.

Ballet Dancer

First, select the character portrait with the highlighted blond hair, then set your real name to Bruce or Fabian. Set your color scheme to purple. The ballet dancer is a fashionable variant of the Ninja that likes to sneak up on the enemy and either prod 'em from behind, smack them with a baton, or poof pepper spray in their face. When they become available, he'll take Cloak and Run Silent, so he can glide up to the enemy *en pointe* and take them out.

Favorite Skills. Low-Tech.

Favorite Augs. Run Silent, Cloak.

Preferred Weapons. Riot Prod, Baton, Pepper Spray.

MIX AND MATCH

But what if you change your mind? If you start out with a character concept and don't follow it 100%, does that mean your character's going to be too crippled to finish the game? Not at all. In *Deus Ex* every skill and aug is useful. Some work extra-well together, and some are a bit redundant, but if you exercise just a little awareness of cost-effectiveness, it's possible to rethink your character several times in the course of play, and still come out with a highly effective combination for the final mission.

Here's *Deus Ex* producer Warren Spector's own account of such an experience.

I just finished a playthrough where I started out as a sneaky, non-lethal guy (mini-crossbow w/tranq darts, electric prod, gas ... picking locks and hacking computers). After a while, I got tired of being nice to all these guys who were ***trying to kill me*** *so I grabbed an assault gun and a shotgun and laid waste for a while. Later, I started feeling a bit outgunned by bots and commandos and ... other stuff ... and, having hoarded some skill points, decided it was time to go the heavy weapons route. Got a rocket launcher off an enemy and started blowing doors off hinges instead of worrying about lockpicks and stealth.*

I was really pleased with how well the game supported shifting tactical choices as I responded to changes in the gameworld. You really don't have to pick a single play style (though you certainly can ...) and that seems very cool to me.

Skills

Costs for skills (SP Cost) are in skill points (points you earn for achieving objectives).

Computer

The covert manipulation of computers and security consoles.

All times are in seconds; the **PC or ATM** and **Security Terminal** columns list lockout times, which is the amount of time the system will be shut down if you're caught.

Skill Level	SP Cost	Detect Time	PC or ATM	Security Terminal	Description
Untrained	—	—	—	—	Can use terminals to read bulletins and news.
Trained	1125	15	60	120	Can hack ATMs, computers, and security consoles.
Advanced	2250	30	30	60	Increased detection countdowns, decreased lockout times, and ability to control automated gun turrets.
Master	3750	60	8	15	An elite hacker that few systems can withstand.

Notes. If there's one skill where a single level of training will completely change your gaming experience, it's Computer. Hacking simply adds a whole new dimension to your game, allowing you to bypass security systems without tools, read some very interesting e-mail, and crank your cash reserves from ATMs. In fact, we'll go so far as to say that unless you're playing some kind of serious, hardcore, "I ain't no hacker dammit" character concept, you should definitely get Trained in this skill, and the earlier in the game the better.

The obverse of this is that unless you're playing a serious, hardcore, "I am the master hacker of the world" character concept, there's not that much of a reason to get more than one level of Computer. Now don't take this wrong — higher levels of Computer will definitely make things easier — but the point is that with a single level you get nearly all the really important benefits of the skill. The only exception is the very cool ability to control turrets from security panels, which arrives at Advanced level.

Electronics

By studying electronics and its practical application, agents can more efficiently bypass a number of security systems using multitools.

The strength of electronic panels and keypads range between 0 (open) and 100 (fully protected). If your skill is 10% (untrained strength), you'll be able to crack 10% of a 100 panel in one try. (A try always takes 4 seconds.) Therefore, it will take you 10 attempts (and 10 tools!) to break into a fully protected panel or keypad. An advanced agent has an Electronics strength of 40, so he could crack an 80 panel or keypad in two tries.

For a fully-protected panel:

Skill Level	SP Cost	Multitool Strength
Untrained	—	10
Trained	1800	25
Advanced	3600	40
Master	6000	75

Item Needed One multitool per try.

Notes. The straight skinny on Electronics (and its sister skill, Lockpicking) is that if you don't gradually build it up to at least Advanced level by the end of the game, you're going to be seriously hurting for multitools. You're going to just have to pass up a lot of interesting looking keypads, and look for tricky alternative ways to get through some areas that you could just stroll through with a bit more Electronics skill (and therefore more multi-tools in inventory).

A good advancement strategy is to hit Trained as early as possible (this is an excellent choice for your starting points), then try to hit Advanced about halfway through the game (roughly speaking, while you're in Hong Kong). At that level you should be able to find enough multi-tools to do everything you want to do (it's still a good idea to look for a no-cost alternative whenever possible).

Environmental Training

Experience with using hazmat suits, ballistic armor, thermoptic camo, and rebreathers in a number of dangerous situations.

With experience, an agent can maximize the effects of armor and other gear. The result is that any residual damage that the armor, etc. "lets through" is minimized. In other words, a hazmat suit can only block 25% of the damage caused by a radiation hazard, if you have no Environmental Training. An agent with Advanced Environmental Training reduces that by a further 50%, which means that only about 37% of the radiation damage (37% being 50%, or half, of 75%) gets through.

Skill Level	SP Cost	Damage	Description
Untrained	—	100%	Can use hazmat suits, ballistic armor, thermoptic camo, and rebreathers.
Trained	675	75%	Can use armor, suits, camo, and rebreathers slightly longer and more efficiently.
Advanced	1350	50%	Can use armor, suits, camo, and rebreathers moderately longer and more efficiently.
Master	2250	25%	Wears suits and armor like a second skin.

Notes. Two things about Environmental Training. First, if you have this skill, you need to make sure you also have sufficient inventory space to carry around all those gizmos, so you have them there when you need them. If you have master-level Environmental training, but no hazmat suit, you might as well be a rank newbie standing next to that rad hazard.

Second, there's a natural trade-off between the Environmental Training skill and the Environmental Resistance augmentation. Basically, if you have one you don't need the other. Yes, they can work together to make you really comfortable in hazardous areas, but as a matter of pure economy, you're better off picking one or the other and sticking with it (and you do want one or the other ... there's enough environmental hazards around the game to ensure that). In a similar, but much lesser, fashion the Aqualung aug makes Environmental Training that much less useful ... but the real meat of this skill is in hazard situations, not in skin-diving.

Oh, and just as an aside ... there's a natural relationship between Environmental Training and the Swimming skill, if you like spending time under water. Environmental Training lets you stay underwater longer (with a rebreather), Swimming lets you move faster while you're down there. Between the two you can cover some serious distance underwater.

Lockpicking

Lockpicking is as much art as skill, but with intense study it can be mastered by any agent with patience and a set of lockpicks.

Any lock strength will be in a range between 0 (open) and 100 (full strength). If you are untrained, you'll be able to pick a 10 lock (or crack 10% of a 100 lock) in a single try. (A try always takes 4 seconds.) Therefore, it will take you 10 attempts (and 10 picks) to pick a full-strength 100 lock. You would be able to pick a 50 lock in five tries. An advanced agent has a pick strength of 40, and so could pick an 80 lock in two tries.

Skill Level	SP Cost	Pick Strength	Description
Untrained	—	10	Can pick locks.
Trained	1800	25	Slightly more efficient lock-picking.
Advanced	3600	40	Moderately more efficient lock-picking.
Master	6000	75	Can defeat almost any mechanical lock.

Item Needed One lockpick per try.

Notes. Basically, everything said above about Electronics goes for lockpicking. You can play a hardcore no-lockpicking character if you want to, but in general the easy way ... the way to get maximum benefit from all those picks you find lying around ... is to grab Trained early, then upgrade to Advanced about halfway through the game.

Medicine

Practical knowledge of human physiology can be applied by an agent in the field, allowing more efficient use of medkits.

Skill Level	SP Cost	Heals	Description
Untrained	—	Kit amount	Can use medkits.
Trained	900	2 x kit amount	Can heal slightly more damage.
Advanced	1800	2.5 x kit amount	Can heal moderately more damage.
Master	3000	3 x kit amount	Can perform a heart bypass with household materials.

Notes. This is another one of those skills that has an either/or relationship with an aug. If you have Regeneration, you don't need Medicine. If you don't have Regeneration, you will definitely need Medicine (you'll need to make those medkits *streeetch*). You might be tempted to take a single level of Medicine to get you through the early part of the game, until you acquire Regeneration. This isn't the dumbest strategy in the world, so go ahead if it makes you feel better, but from a sheer, cold-blooded cost-effectiveness standpoint, we don't recommend it.

Swimming

Underwater operations require their own unique set of skills that must be developed by an agent with extreme physical dedication.

Skill Level	SP Cost	Underwater Duration	Description
Untrained	—	20 seconds	Swims normally.
Trained	675	30 seconds	Swims 1.5x normal speed.
Advanced	1350	40 seconds	Swims 2x normal speed.
Master	2250	50 seconds	Swims 2.5x normal speed.

Notes. An extra level of Swimming is cheap, and it's a good, solid choice for pretty much any character type. One level of swimming can seriously cut down on your drowning damage when you have to take an underwater route. As noted in **Environmental Training**, there's a natural synchronicity between Swimming and that skill.

Higher levels of Swimming, however, are probably not necessary. You can crank your Swimming if you're interested in pursuing some kind of "frogman" character concept, but after the first level it's not really a basic survival skill. Likewise Swimming and the Aqualung aug are an appealing combination for an aquatic character concept, but from a simple cost-effectiveness standpoint the two should probably be considered more redundant than complementary.

Weapons: Demolition

The use of thrown explosive devices, including LAMs, gas grenades, EMP grenades, and even electronic scramble grenades. This includes throwing grenades, attaching them to a surface as a proximity device, and attempting to disarm and remove previously armed proximity devices.

Skill Level	SP Cost	Accuracy	Damage	Disarm Time	Description
Untrained	—	Normal	Normal	1 second	Performs skills above, with minimal accuracy, damage or success.
Trained	900	+10%	x1.2	2 seconds	Slight increase in damage, accuracy and success.
Advanced	1800	+25%	x1.5	5 seconds	Minimal increase in damage, accuracy and success.
Master	3000	+50%	x2	10 seconds	Expert at all forms of demolition.

Notes. Of course, if you want to build a significant part of your character concept around Demolition you'll want to crank this as much as possible. (Playtesters, inspired by another hit game, evolved a character that they named the Commando, who specialized in demo and whose player would, at random intervals, scream "Got a present for ya!" loud enough to annoy the guys at the next desk.) For everybody else … well,

it's not like throwing grenades is rocket science, you can definitely make effective use of your LAMs with no training. However, a single level of demolition will definitely take the edge off those booby-trap situations (particularly later in the game, where trap placement gets more tricky). For this reason alone you should become Trained in this skill when you feel you can afford it, even if you never advance further.

Weapons: Heavy

The use of heavy weaponry, including flamethrowers, LAWs, and the experimental plasma and GEP guns.

This skill affects accuracy (Acc), reload time (RT), recoil strength (RS), lock time (LT), targeting time (TT), and damage (Dam) of the weapon. The actual times may be affected by other elements, such as weapon mods.

Level	SP Cost	Acc	RT	RS	LT	TT	Dam	Description
Untrained	—	Norm.	Norm.	Norm.	Norm.	Norm.	Norm.	Accuracy is low and movement is difficult.
Trained	1350	+ 10%	- 0.1	- 0.2	- 10%	- 10%	x 1.2	Slight accuracy, damage increase; reloading and movement are faster.
Advanced	2700	+ 25%	- 0.25	- 0.5	- 25%	- 25%	x 1.5	Moderate accuracy, damage increase; reloading and movement even faster.
Master	4500	+ 50%	- 0.5	- 1.0	- 50%	- 50%	x 2	A walking tank when equipped with heavy weaponry.

Notes. If there's a class of weapons that demands specialization, it's the heavy weapons. Why? Because basically they're pigs in combat. If you're not extremely proficient, they slow you to a crawl and they take forever to fire. This doesn't mean that an untrained user can't get some good out of heavy weapons, but he should be careful to only use them in ambush or surprise situations. (And because of the space requirements needed to carry heavy weapons around, the untrained user is likely to use them where he finds them, and discard them before moving on.)

If you are going to specialize in heavy weapons, you want a high skill, and a high Microfibral Muscle augmentation. This is not an either/or trade-off, you want *both*. Microfibral Muscle makes it easier to swing those heavy weapons around and run with a heavy weapon at ready, and these things are such pigs that you'll need high scores in both the aug and the skill to really get around in combat.

Weapons: Low-Tech

The use of melee weapons such as knives, throwing knives, swords, pepper guns, and riot prods.

Level	SP Cost	Accur.	Shot Time	Damage	Description
Untrained	—	Normal	Normal	Normal	An agent can use melee weaponry.
Trained	1350	+ 10%	+ 10%	x 1.2	Accuracy, damage, and rate of attack increase slightly.
Advanced	2700	+ 25%	+ 25%	x 1.5	Accuracy, damage, and rate of attack increase moderately.
Master	4500	+ 50%	+ 50%	x 2	An agent can render most opponents unconscious or dead with a single blow.

Notes. High skill levels in Low-Tech are essential for basically one specific character concept, the serious non-lethal, stealthy ninja type. Most others can get away with little or no points invested in this skill (although an extra level of Low-Tech can make you significantly more dangerous if you plan on toting the Dragon Sword around with you).

The Combat Strength aug was, literally, made for this skill. If you have the Combat Strength aug you'll want a good high Low-Tech score to go with it (and the strategy to make maximum use of both).

Weapons: Pistol

The use of hand-held weapons, including the standard 10mm pistol, its stealth variant, and the mini-crossbow.

Level	SP Cost	Accur.	Reload Time	Damage	Description
Untrained	—	Normal	Normal	Normal	An agent can use pistols.
Trained	1575	+ 10%	- 0.1	x 1.2	Accuracy and damage increase slightly, while reloading is faster.
Advanced	3150	+ 25%	- 0.25	x 1.5	Accuracy and damage increase moderately, while reloading is even more rapid.
Master	5250	+ 50%	- 0.5	x 2	An agent is lethally precise with pistols.

Notes. Some hard-core types say there's no reason to mess with any skill in Pistol. Buy down that starting level and put the points in whatever weapon style you're really going to specialize in. True, few will ever want to crank Pistol to the max, unless they're building a whole character around the skill just for the heck of it (this could be cool — "The name's Denton, J. C. Denton" — but is definitely not the easy way). However we recommend keeping that starting level in Pistol ... it will get you off on the right foot, and it will let the pistol stay as a solid back-up emergency weapon throughout the game. You may even want to go to Advanced later in the game, if you've been consistent in skill point collection.

Weapons: Rifle

The use of rifles, including assault rifles, sniper rifles, and shotguns.

Level	SP Cost	Accur.	Reload Time	Damage	Description
Untrained	—	Normal	Normal	Normal	An agent can use rifles.
Trained	1575	+ 10%	- 0.1	x 1.2	Accuracy and damage increase slightly, while reloading is faster.
Advanced	3150	+ 25%	- 0.25	x 1.5	Accuracy and damage increase moderately, while reloading is even more rapid.
Master	5250	+ 50%	- 0.5	x 2	An agent can take down a target a mile away with one shot.

Notes. Lots of testers liked to take this skill as high as possible, as fast as possible. Some splooged all their starting points to buy their starting skill all the way to advanced. Why this rush to mastery? Easy answer — the sniper rifle, according to many, the coolest weapon in the game, and possibly the coolest weapon in any game. A master rifleman with a sniper rifle is basically a god in any kind of ambush situation. Of course, this level of dedication precludes a lot of other entertaining character concepts.

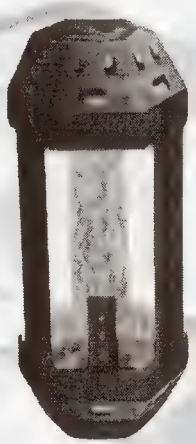
If you're not into sniping, but still want to play a basic grunt-type who uses shotguns and assault rifles a lot (and why not, these two are probably the most efficient close-combat weapons in the game), plan to go to Trained early on, and Advanced before you get too close to the end. You probably won't need to spend the massive points for Master unless you want to be a sniper-rifle buddha.

Augmentations and Upgrades

Augmentations and upgrades are acquired through augmentation canisters and upgrade canisters (surprisingly enough). Augmentation canisters must be installed by a medbot. You do not need a medbot to use upgrade canisters. Upgrade canisters must be applied on the Augmentation Screen. Canisters (both kinds) take up one slot in your inventory and do not stack, and (for what it's worth) they float.

In the entries below, energy rate tells how fast you'll burn bio-electric energy using that augmentation. The values given are in points drained per minute. To restore that energy, you'll need bioelectric cells or a repair bot. For reference, remember that your maximum energy storage is 100 units. Thus an aug with a rate of 10 could operate continuously for up to 10 minutes from a full charge, while an aug with a rate of 300 would last no more than 20 seconds without spending some bio-cells.

Augmentation Canisters



At Hand ID AUG CAN

An augmentation canister teems with nanoscale mecanocarbon ROM modules suspended in a carrier serum. When injected into a compatible host subject, these modules augment an individual with extra-sapient abilities. However, proper programming of augmentations must be conducted by a medical robot, otherwise terminal damage may occur. For more information, please see 'Face of the New Man' by Kelley Chance.

Available Augmentation Canisters

Arms	Combat Strength	Microfibral Muscle
Legs	Speed Enhancement	Run Silent
Subdermal (1)	EMP Shield	Ballistic Protection
Subdermal (2)	Cloak	Radar Transparency
Torso (1)	Aqualung	Environmental Resistance
Torso (2)	Regeneration	Energy Shield
Torso (3)	Synthetic Heart	Power Recirculator
Cranium	Aggressive Defense System	Spy Drone
Optics	Targeting	Vision Enhancement

Upgrade Canisters

At Hand ID AUG UPG

An augmentation upgrade canister contains highly specific nanomechanisms that, when combined with a previously programmed module, can increase the efficiency of an installed augmentation. Because no programming is required, upgrade canisters may be used by trained agents in the field with minimal risk.

Aggressive Defense System

Aerosol nanoparticles are released upon the detection of objects fitting the electromagnetic threat profile of missiles and grenades; these nanoparticles will prematurely detonate such objects prior to reaching the agent.

Mission Locations	Breakout, Hong Kong, Gray Paree
Augmentation Location	Cranial
Energy Rate	10
Paired With	Spy Drone
Effect	Distance from you at which incoming explosives are detonated

Level	Effect	Description
Tech 1	10ft	*The range at which incoming rockets and grenades are detonated is short.*
Tech 2	20ft	*The range at which detonation occurs is increased slightly.*
Tech 3	30ft	*The range at which detonation occurs is increased moderately.*
Tech 4	50ft	*Rockets and grenades are detonated almost before they are fired.*

Notes. ADS is a solid choice for this slot. At lower levels it won't stop you from taking significant missile damage, but it might provide the edge you need to keep you alive long enough to activate Regeneration or slap on a medkit. At higher levels, of course, this aug can leave commandos and bots standing around looking very sheepish.

Aqualung

Soda lime exostructures imbedded in the alveoli of the lungs convert CO2 to O2, extending the time an agent can remain underwater.

Mission Locations	On the Town, Hong Kong
Augmentation Location	Torso
Energy Rate	10
Paired With	Environmental Resistance
Effect	How long you can stay underwater before you start taking damage

(20 seconds underwater is your normal capacity, before you start taking damage.)

Level	Effect	Description
Tech 1	30sec	*Lung capacity is extended slightly.*
Tech 2	60sec	*Lung capacity is extended moderately.*
Tech 3	2min	*Lung capacity is extended significantly.*
Tech 4	4min	*An agent can stay underwater indefinitely.*

Notes. This is a useful and entertaining aug. Objectively, if you have to choose between Aqualung and Environmental Resistance (which you don't, necessarily, since this is a torso aug and you have three slots to mix and match in), Environmental Resistance is probably the more practical. Still, don't be embarrassed to take Aqualung if you're pursuing a character concept with an aquatic emphasis. From a pure cost-efficiency point of view, if you have Aqualung you don't need much if any Swimming skill, but again if you're trying to build some kind of frogman concept character you'll probably want both.

Ballistic Protection

Monomolecular plates reinforce the skin's epithelial membrane, reducing the damage an agent receives from projectiles and bladed weapons.

Mission Locations	Lebedev Sanction, Treasures of the Templars
Augmentation Location	Subdermal
Energy Rate	60
Paired With	EMP Shield
Effect	Damage reduction from projectiles and bladed weapons (as a percentage of total damage)

Level	Effect	Description
Tech 1	-20%	*Damage from projectiles and bladed weapons is reduced slightly.*
Tech 2	-35%	*Damage from projectiles and bladed weapons is reduced moderately.*
Tech 3	-50%	*Damage from projectiles and bladed weapons is reduced significantly.*
Tech 4	-75%	*An agent is nearly invulnerable to damage from projectiles and bladed weapons.*

Notes. Just a solid, baseline defensive aug. It can make a serious difference if you're facing massed enemies with shotguns or assault rifles. You should nearly always take this before EMP Shield. However, if you have little interest in advanced stealth tactics, you can skip the Cloak/Radar Transparency set, and instead take Ballistic Protection and EMP Shield in your two subdermal slots (along with Aggressive Defense and Energy Shield in their slots) to make your character Captain Invulnerable.

Cloak

Subdermal pigmentation cells allow the agent to blend with the surrounding environment, rendering them effectively invisible to observation by organic hostiles.

Mission Locations	Hong Kong, Vandenberg AFB
Augmentation Location	Subdermal
Energy Rate	300
Paired With	Radar Transparency
Effect	Power drain (per minute) to use this aug

Level	Effect	Description
Tech 1	300/min	*Power drain is normal.*
Tech 2	250/min	*Power drain is reduced slightly.*
Tech 3	200/min	*Power drain is reduced moderately.*
Tech 4	150/min	*Power drain is reduced significantly.*

Notes. Ever want to be invisible? Now's your chance. This is an excellent aug, but you have to be willing to use it and learn to use it well. Lots of playtesters liked to space off the Ballistic Protection/EMP Shield set entirely and take Cloak and Radar Transparency in their two subdermal slots instead, to make an all-around Invisible Man type character. This aug is also a natural match with Run Silent, allowing you to move around the enemy unseen and unheard. Because of the crippling power drain, you'll probably want to install Power Recirculator as soon as possible, if you plan to use this aug extensively.

Combat Strength

Sorting rotors accelerate calcium ion concentration in the sarcoplasmic reticulum, increasing an agent's muscle speed several-fold and multiplying the damage they inflict in melee combat.

This is usable only with non-projectile weapons. In addition to the obvious (knives, swords, batons and crowbars, but not riot prods) this also includes throwing knives and (due to an oddity in the code) grenades!

Mission Location	Rescue the Lady
Augmentation Location	Arm
Energy Rate	20
Paired With	Microfibral Muscle
Effect	Increases damage (for the applicable weapons) by the listed percentage

Level	Effect	Description
Tech 1	+25%	*The effectiveness of melee weapons is increased slightly.*
Tech 2	+50%	*The effectiveness of melee weapons is increased moderately.*
Tech 3	+75%	*The effectiveness of melee weapons is increased significantly.*
Tech 4	+100%	*Melee weapons are almost instantly lethal.*

Notes. The Combat Strength/Microfibral Muscle pair offers one of the more clear-cut choices in the game. If you're going to be playing a ninja-type, with heavy emphasis on hand-to-hand combat, you probably want Combat Strength to maximize damage from those sword and baton attacks. On the other hand if you're playing a heavy weapons dude, don't even think about buying Combat Strength because you will *need* Microfibral Muscle (see **Microfibral Muscle**, p. 60). For everybody else, the question is simply, will I be using melee weapons enough to make Combat Strength worth the slot? The answer depends on your playing style.

EMP Shield

Nanoscale EMP generators partially protect individual nanites and reduce bioelectrical drain by canceling incoming pulses.

This reduces the amount EMP energy is drained.

Mission Locations	Lebedev Sanction, Treasures of the Templars
Augmentation Location	Subdermal
Energy Rate	10
Paired With	Ballistic Protection
Effect	Reduces EMP damage that you take by the listed percentage

Level	Effect	Description
Tech 1	-25%	*Damage from EMP attacks is reduced slightly.*
Tech 2	-50%	*Damage from EMP attacks is reduced moderately.*
Tech 3	-75%	*Damage from EMP attacks is reduced significantly.*
Tech 4	No Damage	*An agent is nearly invulnerable to damage from EMP attacks.*

Notes. Let's be blunt here. EMP attacks are not the biggest danger in the game. Certainly not when compared to, say, bullets. Sure they're annoying, but they mostly come from spiderbots, and a good offense is the best defense against spiderbots. Under **Ballistic Protection** (see p. 54), we discussed the Captain Invulnerable character concept that gives you both Ballistic Protection and EMP Shield at the expense of both Cloak and Radar Transparency. Frankly, that's about the only time this aug is at all attractive.

Energy Shield

Polyanilene capacitors below the skin absorb heat and electricity, reducing the damage received from flame, electrical, and plasma attacks.

This affects how many HP you take from some attacks.

Mission Locations	Breakout, Area 51
Augmentation Location	Torso
Energy Rate	40
Paired With	Regeneration
Effect	Reduces flame, electrical and plasma damage that you take by the listed percentage

Level	Effect	Description
Tech 1	-20%	*Damage from energy attacks is reduced slightly.*
Tech 2	-40%	*Damage from energy attacks is reduced moderately.*
Tech 3	-60%	*Damage from energy attacks is reduced significantly.*
Tech 4	-80%	*An agent is nearly invulnerable to damage from energy attacks.*

Notes. It's tough to prioritize the Torso augs, because you just have so many options. Unless you're going after some sort of very specific character concept, Energy Shield is probably not a better aug than Regeneration. On the other hand, it probably is a better aug than Aqualung, and it's right in there with Environmental Resistance. (Although if you take Regen, then pass up both the above augs in favor of Energy Shield, you'll have an open slot right up until the very end of the game, when you can find a second Energy Shield/Regen canister.) In the end all that can really be said is that this is a good solid aug that may be worth the wait if it fits your character concept.

Environmental Resistance

Induced keratin production strengthens all epithelial tissues and reduces the agent's vulnerability to radiation and other toxins.

This reduces the HP you take from gas, radiation and poison.

Mission Locations	On the Town, Hong Kong
Augmentation Location	Torso
Energy Rate	20
Paired With	Aqualung
Effects	Reduces radiation, gas and poison damage that you take by the listed percentage

Level	Effect	Description
Tech 1	-25%	*Toxic resistance is increased slightly.*
Tech 2	-50%	*Toxic resistance is increased moderately.*
Tech 3	-75%	*Toxic resistance is increased significantly.*
Tech 4	-90%	*An agent is nearly invulnerable to damage from toxins.*

Notes. The main thing about Environmental Resistance, is that if you don't take it (and periodically enhance it) you should be prepared to keep a couple of slots open for hazmat suits at all times. There are places you have to cross to finish the game that you won't survive without one or the other.

Otherwise almost everything said about Energy Shield, above, applies to Environmental Resistance as well. The exception is the part about keeping a slot open until late in the game ... this is an excellent aug where both chances to grab it pop up fairly early.

IFF

Automatic friend or foe identification uses advanced heuristic algorithms to associate visible objects with known threat categories. Targeting reticle highlights RED over enemies, and GREEN over allies and neutrals.

Augmentation Location	Default (already installed before the game begins)
Energy Rate	0 (always active)
No Upgrades	

Infolink

One-way micro-transceiver array allows agents in the field to receive messages from Control, and to store and later retrieve relevant maps, conversations, and notes.

<UNATCO OPS FILE NOTE JR133-VIOLET> This is top of the line all the way, so don't expect any upgrades. — Jaime Reyes <END NOTE>

Augmentation Location	Default (already installed before the game begins)
Energy Rate	0 (always active)
No Upgrades	

Light

Bioluminescent cells within the retina provide coherent illumination of the agent's field of view.

Augmentation Location	Default (already installed before the game begins)
Energy Rate	10
No Upgrades	

Notes. Remember that this augmentation is not always active. Don't forget to turn it off when you're not using it, and try not to think about where the beam is coming from.

Power Recirculator

Power consumption for all augs is reduced by polyanilene circuits, plugged directly into cell membranes, that allow nanite particles to interconnect electronically without leaving their host cells.

As this augmentation drains power, it's best used when you have several augs running.

Mission Location	Hong Kong
Augmentation Location	Torso
Energy Rate	10
Paired With	Synthetic Heart
Effect	Reduces your internal energy drain by the listed percentage

Level	Effect	Description
Tech 1	-10%	*Power drain of augmentations is reduced slightly.*
Tech 2	-20%	*Power drain of augmentations is reduced moderately.*
Tech 3	-40%	*Power drain of augmentations is reduced significantly.*
Tech 4	-60%	*Power drain of augmentations is negligible.*

Notes. This aug drains power at a rate of 10 per minute (no, it doesn't reduce its own cost). That means at Tech 1 you come out ahead using this aug with any other aug or aug combo of with a power drain of more than 100. The key to using this aug effectively is knowing which augs are power pigs and which aren't.

Microfibral Muscle

Muscle strength is amplified with ionic polymeric gel myofibrils that allow the agent to push and lift extraordinarily heavy objects.

Normally, you can carry any item at the ready, as long as it doesn't weigh over 30 pounds. Over that, you'll have problems running, and over 50 pounds, you'll even have trouble walking fast. This augmentation lets you run with heavier objects, as well as pick up or shove objects you normally wouldn't be able to.

Mission Location	Rescue the Lady
Augmentation Location	Arm
Energy Rate	20
Paired With	Combat Strength
Effect	The heaviest weight you can carry (in your hands) while still running / walking fast.

Level	Effect	Description
Tech 1	37 / 62	*Strength is increased slightly.*
Tech 2	45 / 75	*Strength is increased moderately.*
Tech 3	52 / 87	*Strength is increased significantly.*
Tech 4	60 / 100	*An agent is inhumanly strong.*

Notes. As has been mentioned elsewhere, if you're going to specialize in heavy weapons, you really *need* this aug. A combination of high Heavy Weapon skill and Microfibral Muscle is basically the only way to make heavy weapons anything resembling practical in close combat. For everybody else, the choice between Microfibral Muscle and Combat Strength comes down to how much you plan on using melee weapons. If you plan on using them a lot, consider Combat Strength. If you plan on using them only a little, if any, you probably want the more versatile Microfibral Muscle.

Radar Transparency

Radar-absorbent resin augments epithelial proteins; microprojection units distort agent's visual signature. Provides highly effective concealment from automated detection systems — bots, cameras, turrets.

Upgrades to this aug don't increase transparency, but they do reduce energy drain rate.

Mission Locations	Hong Kong, Vandenberg AFB
Augmentation Location	Subdermal
Energy Rate	300
Paired With	Cloak
Effect	Power drain (per minute) to use this aug

Level	Effect	Description
Tech 1	300/min	*Power drain is normal.*
Tech 2	250/min	*Power drain is reduced slightly.*
Tech 3	200/min	*Power drain is reduced moderately.*
Tech 4	150/min	*Power drain is reduced significantly.*

Notes. As we mentioned under **Cloak** (p. 55), many of the playtesters liked to ditch EMP Shield / Ballistic Protection entirely and instead get Cloak and Radar Transparency together to become the Invisible Man. As to choosing between getting Cloak or Radar Transparency (which comes first, or which comes at all), that's a bit of a judgement call. There are more humans than bots in the game, arguing for Cloak. But humans are generally easier to sneak past, arguing for Radar Transparency. In the end, it probably comes down to which type of enemy gives you more trouble. The ability to dash past cameras (and the turrets who love them) is a strong argument in favor of Radar Transparency.

If you do go for the Invisible Man concept, note the power consumption of these two augs. You'll probably want to get Power Recirculator and crank it to the max.

Regeneration

Programmable polymerase automatically directs construction of proteins in injured cells, restoring an agent to full health over time.

Regeneration heals you up to 100 HP per location. It will continue to work (and drain energy) until the maximum is reached, or until you turn it off. Higher levels heal you faster, so you don't have it on, draining energy, as long.

Mission Locations	Breakout, Area 51
Augmentation Location	Torso
Energy Rate	120
Paired With	Energy Resistance
Effect	Healing per second (for your entire body, not per part)

Level	Effect	Description
Tech 1	5 HP/sec	*Healing occurs at a normal rate.*
Tech 2	15 HP/sec	*Healing occurs at a slightly faster rate.*
Tech 3	25 HP/sec	*Healing occurs at a moderately faster rate.*
Tech 4	40 HP/sec	*Healing occurs at a significantly faster rate.*

Notes. Simply a wonderful aug. In addition to the obvious benefit of healing on the fly, the other really great thing about Regeneration is that it makes a repair bot the functional equivalent of a medbot, and a biocell the functional equivalent of a medkit (actually, several medkits). In short, take this aug and get incredible resource efficiency.

Run Silent

The necessary muscle movements for complete silence when walking or running are determined continuously with reactive kinematics equations produced by embedded nanocomputers.

The sound you make while moving varies by the surface you're on, movement speed, and whether you've got this stealth augmentation. Run Silent reduces the noise you make while moving, making it possible to get closer and closer to an enemy undetected.

Mission Locations	On the Town, Inevitable Consequences, Hong Kong
Augmentation Location	Leg
Energy Rate	40
Paired With	Speed Enhancement
Effect	Each sound in the game can be heard out to a specified distance. The ranges of the sounds you make while moving are reduced by the listed percentage.

Level	Effect	Description
Tech 1	-25%	*Sound made while moving is reduced slightly.*
Tech 2	-50%	*Sound made while moving is reduced moderately.*
Tech 3	-75%	*Sound made while moving is reduced significantly.*
Tech 4	-100%	*An agent is completely silent.*

Notes. This is a very cool and useful aug. It's probably best if incorporated as part of a whole character concept emphasizing stealth. It goes particularly well with the Cloak/ Radar Transparency "invisible man" combination. If you're not a stealth specialist, you'll probably want to take Speed Enhancement rather than Run Silent for the simple reason that Speed Enhancement lets you survive situations that would otherwise mean certain death.

Speed Enhancement

Ionic polymeric gel myofibrils are woven into the leg muscles, increasing the speed at which an agent can run and climb, the height they can jump, and reducing the damage they receive from falls.

Mission Locations	On the Town, Inevitable Consequences, Hong Kong
Augmentation Location	Leg
Energy Rate	40
Paired With	Run Silent
Effects	See table below.

Speed is your augmented speed (unaugmented is 10). **Jump** is your augmented jump height from a standing start (unaugmented is 3ft). **Fall** is how many fewer points of

damage you take when falling. Damage reduction is evenly distributed over the legs and torso, which are the only body locations that can be damaged in a fall.

Level	Speed	Jump	Fall	Description
Tech 1	12	4ft	-15 HP	*Speed and jumping are increased slightly, while falling damage is reduced.*
Tech 2	14	5ft	-30 HP	*Speed and jumping are increased moderately, while falling damage is further reduced.*
Tech 3	16	6ft	-45 HP	*Speed and jumping increased significantly, falling damage substantially reduced.*
Tech 4	18	7ft	-60 HP	*An agent can run like the wind and leap from the tallest building.*

Notes. The increase in speed, while definitely useful, is not really the main attraction of this aug. The real appeal lies in its ability to let you jump into places you otherwise couldn't reach, and survive falls that would otherwise seriously maim or kill you. With its versatility combined with its early acquisition, this aug is probably a better choice than Run Silent for all but a few very specific character concepts.

Synthetic Heart

This synthetic heart circulates not only blood but a steady concentration of mechanochemical power cells, smart phagocytes, and liposomes containing prefab diamondoid machine parts, resulting in upgraded performance for all installed augmentations.

This raises all installed augmentations by one upgrade level, unless they're already maxed out. Cool aug, but watch the energy drain.

<UNATCO OPS FILE NOTE JR133-VIOLET> However, this will not enhance any augmentation past its maximum upgrade level. — Jaime Reyes <END NOTE>

Mission Location Hong Kong
Augmentation Location Torso
Energy Rate 100
Paired With Power Recirculator
No Upgrades

Notes. OK, bottom line is that, given the number of aug upgrade canisters in the game, it's literally impossible to ever actually raise all your augs to full power. It is, however, entirely possible to raise most of your augs to Tech 3 and then, with this aug, you can *use* them all at full power. The downside is, of course, that Synthetic Heart sucks a lot of energy, on top of whatever other augs you have turned on, allowing you to be Captain Amazing for no more than a minute or so (and that's with a good supply of bio-cells handy). Of course, in combat a minute or so can be a very long time ...

Spy Drone

Advanced nanofactories can assemble a spy drone upon demand that can then be remotely controlled by the agent until released or destroyed, at which a point a new drone will be assembled. It is invaluable for investigating hazardous areas. Further upgrades equip the spy drones with better armor and a one-shot EMP attack.

You can only have one drone active at any one time. You cannot move while you have an active drone. The EMP attack is the result of deactivating the drone, so its epicenter is the drone's current location.

Mission Locations	Breakout, Hong Kong, Gray Paree
Augmentation Location	Cranial
Energy Rate	150
Reconstruct Time	30 seconds for new drone
Paired With	Aggressive Defense System
Effects	See table below.

Spd is how fast the drone can move (in Speed units), **EMP Blast Dam** is how much damage its attack can inflict; **Emp Blast Rad** over what radius. **Drone HP** is the drone's hit points.

Level	Spd	EMP Blast Dam	Rad	Drone HP	Description
Tech 1	1	50	5ft	10	*The drone can take little damage and has a limited EMP attack.*
Tech 2	2	100	10ft	20	*The drone can take minor damage and has a broader EMP attack.*
Tech 3	3	175	17ft	35	*The drone can take moderate damage and has a medium EMP attack.*
Tech 4	5	250	25ft	50	*The drone can take heavy damage and has a wide EMP attack.*

Notes. This aug is just a hoot to use. Peek around corners and over fences, peer into obscure recesses. Very entertaining for those players predisposed to exploration. The most useful element of this aug, however, is probably the little EMP pulse that happens when it deactivates ... use this to disrupt blue laser fields and even to stun small bots.

Targeting

Image-scaling and recognition provided by multiplexing the optic nerve with doped polyacetylene 'quantum wires' not only increases accuracy, but also delivers limited situational info about a target.

Accuracy modification numbers are applied to original base accuracy. Additional information, such as exact range to target, is added (in text readout) to your information.

Mission Locations	Hong Kong, Treasures of the Templars
Augmentation Location	Eye
Energy Rate	40
Paired With	Vision Enhancement
Effect	Increased accuracy, added to your base accuracy percentage (plus increasingly useful target info).

Level	Effect	Description
Tech 1	+5%	*Slight increase in accuracy and general target information.*
Tech 2	+10%	*Additional increase in accuracy and more target information.*
Tech 3	+15%	*Additional increase in accuracy and specific target information.*
Tech 4	+20%	*Additional increase in accuracy and telescopic vision.*

Notes. If you're into non-lethal combat, this aug will greatly increase your options. You can use Targeting to specifically zero in on a body part (right arm works best), which you can then incapacitate with the weapon of your choice. The target is still alive, up and moving, but is unable to attack you as you breeze right by. (Of course, Targeting makes head shots much easier for the snipers among you, as well.)

Vision Enhancement

By bleaching selected rod photoreceptors and saturating them with metarhodopsin XII, the 'nightvision' present in most nocturnal animals can be duplicated. Subsequent upgrades and modifications add infravision and sonar-resonance imaging that effectively allow an agent to see through walls.

Mission Location	Hong Kong, Treasures of the Templars
Augmentation Location	Eye
Energy Rate	40
Paired With	Targeting
Effect	Nightvision, infravision and sonar-resonance, as noted by level.

Level	Effect	Description
Tech 1	Nightvision	*This gives you a box in the center of your view with a green overlay and enhanced contrast.*
Tech 2	Infravision	*This adds a red band around the green box. All warm objects will have strong white signatures.*
Tech 3	Close-range sonar imaging	*You can see heat sources through walls (out to 20ft).*
Tech 4	Long-range sonar imaging	*You can see heat sources through walls (out to 50ft).*

Notes. The neatest part of this aug ... the see-through-walls trick ... is only available at the higher levels. The first two levels don't do anything you can't do with a flashlight, really, although if you're into stealth you might find this aug attractive even at those first levels.

Weapons

DEFINITIONS

At-Hand ID. The weapon's ID on your at-hand display.

Skill. Skill used to operate the weapon.

Inventory Slots. Dimension of inventory slots taken up by the weapon (width x height).

Ammo. Types of ammo the weapon uses.

Pickup Ammo Count. Number of rounds there will be in any weapon you pick up (but weapons taken off bodies will tend to have less ammo).

Clip Size. Number of rounds added to weapon when reloaded. For weapons that can take the Clip mod, the gray numbers list the increased clip size possible with repeated applications of this mod.

Low Ammo Mark. Number of total rounds at which Low Ammo warning occurs (the number changes from green to red).

Hit Damage. Base number of HP damage done by weapon; also lists shape of damage area — if not a single location (like a gaping hole between the eyes) — and distribution of damage. For instance, Cone does 5 locations of damage. For projectile weapons that do cone damage, like a shotgun, each location does three times the normal Hit Damage. For non-projectile weapons that do cone damage, like Plasma Rifles, each location does five times normal Hit Damage. Sphere-shaped damage does anywhere from full damage (if you hit the target dead-on) to 0 damage for the weapon (barely brushed the edge of the sphere). If the damage can be increased with the Combat Strength aug, the increased damage (for each of the four levels) is also listed, in gray.

Base Accuracy. Accuracy of weapon before mods; range is 0% (totally random) to 100% (perfect). For weapons that can take the Accuracy mod, the gray numbers list the increased accuracy possible with repeated applications of this mod.

Accurate Range. Maximum distance at which weapon may be fired and accurately hit a target. For weapons that can take the Range mod, the gray numbers list the increased accurate range possible with repeated applications of this mod.

Maximum Range. Maximum distance at which weapon may be fired and have a chance of hitting a target.

Recoil Strength. Indicates amount you'll be thrown off target by firing the weapon; range is 0 (no recoil effect) to 1.0 (greatly affected by recoil). For weapons that can take the Recoil mod, the gray numbers list the decreased recoil possible with repeated applications of this mod.

Noise Range. Range that the sound will carry; note that the Silencer mod reduces Noise Range to 0.

Rounds per Second. Maximum number of rounds, swings or strikes per second.

Reload Time. Amount of time it takes to reload the weapon (reloading will actually be this time plus time to raise the ammo and time to re-aim the weapon). For weapons that can take the Reload mod, the gray numbers list the decreased reload time possible with repeated applications of this mod.

Min. x rounds per burst. Listed if weapon releases bursts of fire; tells minimum number of rounds fired per burst.

Can be Dodged. Listed if weapon uses a delayed-effect projectile (such as a grenade).

Stuns. Listed if weapon stuns target; stun lasts for 15 seconds.

Affects only Organic/Robot. Listed if weapon does not affect all enemy targets.

Usable Underwater. Listed if weapon is usable in water environments.

Can Have Scope / Laser. Tells whether targeting mods can be added to the weapon.

Scope / Laser Standard. Tells whether weapon is always found with the modification already added; if it is, the mod cannot be removed, and an additional copy of the same mod may not be installed.

Mods and the Combat Strength Aug

If there are gray numbers to the right of the Clip Size, Base Accuracy, Accurate Range, Recoil Strength or Reload Time numbers, the weapon can take the corresponding modification, and the gray numbers are the modified values — the value with one through five weapon mods added on. Remember that mods may *not* be removed once installed. In other words, consider how much longer you'll probably be using the weapon before you add a mod to it. Scopes, Lasers, and Silencers are only one to a weapon (it's a you-have-one-or-you-don't kind of thing). With the other mods, you can add up to five of each one (as long as the weapon accepts that kind of mod). If a weapon could take all 8 mods, then, the total number of mods could reach as high as 28 (5x5, +3).

The Combat Strength aug increases damage for some weapons. For those weapons, the increased damage possible when you are augmented by Combat Strength is similarly listed in gray.

LOW-TECH WEAPONS

Baton

A hefty looking baton, typically used by riot police and national security forces to discourage civilian resistance.

This weapon is non-lethal. You can certainly incapacitate an opponent, but you can't kill him.

At Hand ID	BATON
Skill	Weapons: Low-Tech
Inventory Slots	1 x 1
Hit Damage	7 8 10 12 14
Base Accuracy	50%
Accurate Range	5ft
Maximum Range	5ft
Noise Range	2.5ft
Rounds per Second	2 rps
Usable Underwater	

Combat Knife

An ultra-high carbon stainless steel knife.

At Hand ID	KNIFE
Skill	Weapons: Low-Tech
Inventory Slots	1 x 1
Hit Damage	5 6 7 8 10
Base Accuracy	50%
Accurate Range	5ft
Maximum Range	5ft
Noise Range	2.5ft
Rounds per Second	2 rps
Affects only Organic	
Usable Underwater	

Crowbar

A crowbar. Hit someone or something with it. Repeat.

<UNATCO OPS FILE NOTE GH010-BLUE> Many crowbars we call 'murder of crowbars.' Always have one for kombat. Ha. — Gunther Hermann <END NOTE>

At Hand ID	CROWBAR
Skill	Weapons: Low-Tech
Inventory Slots	2 x 1
Hit Damage	6 7 9 10 12
Base Accuracy	50%
Accurate Range	5ft
Maximum Range	5ft
Noise Range	2.5ft
Rounds per Second	2 rps
Usable Underwater	

Dragon's Tooth Sword

The Yes weapon of a modern warrior, the Dragon's Tooth is not a sword in the traditional sense, but a nanotechnologically constructed blade that is dynamically 'forged' on command into a non-eutactic solid. Nanoscale whetting devices insure that the blade is both unbreakable and lethally sharp.

This sword glows with an eerie, blue light, but only when it's in your hand. It gives a little help in very dark areas.

At Hand ID	DRAGON
Skill	Weapons: Low-Tech
Inventory Slots	4 x 1
Hit Damage	20 25 30 35 40
Base Accuracy	50%
Accurate Range	6ft
Maximum Range	6ft
Noise Range	2.5ft
Rounds per Second	2 rps
Usable Underwater	

Pepper Gun

The pepper gun will accept a number of commercially available riot control agents in cartridge form and disperse them as a fine aerosol mist that can cause blindness or blistering at short-range.

At Hand ID	PEPPER
Skill	Weapons: Low-Tech
Inventory Slots	1 x 1
Ammo	Pepper Cartridge (PPR CART)
Pickup Ammo Count	100
Clip Size	100
Low Ammo Mark	50
Hit Damage	1 per second while exposed (Sphere, radius 8ft per visible cloud)
Base Accuracy	65%
Accurate Range	6ft
Maximum Range	6ft
Noise Range	10ft
Rounds per Second	13 rps
Reload Time	4.0
Min. rounds per burst	7
Can be Dodged	
Stuns (they stop to rub their eyes)	
Affects only Organic	

Riot Prod

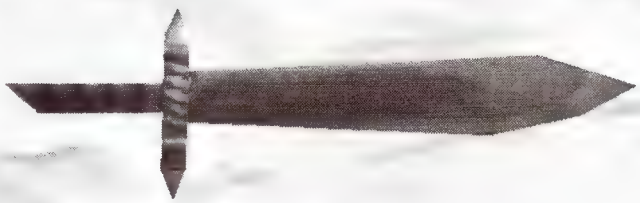
The riot prod has been extensively used by security forces who wish to keep what remains of the crumbling peace and have found the prod to be a valuable tool. Its short range tetanizing effect is most effective when applied to the torso or when the subject is taken by surprise.

This is another non-lethal weapon, but it's still a lot of fun to sneak up on someone and watch the fireworks.

At Hand ID	PROD
Skill	Weapons: Low-Tech
Inventory Slots	1 x 1
"Ammo"	Prod Charger (CHARGER)
Pickup Ammo Count	4
Clip Size	4
Low Ammo Mark	4
Hit Damage	15
Base Accuracy	75%
Accurate Range	5ft
Maximum Range	5ft
Noise Range	2.5ft
Rounds per Second	1 rps
Reload Time	3.0
Stuns	
Affects only Organic	

Sword

A rather nasty-looking sword.



At Hand ID	SWORD
Skill	Weapons: Low-Tech
Inventory Slots	3 x 1
Hit Damage	10 12 15 17 20
Base Accuracy	50%
Accurate Range	4ft
Maximum Range	4ft
Noise Range	2.5ft
Rounds per Second	2 rps
Reload Time	0
Affects only Organic	
Usable Underwater	

Throwing Knife

A favorite weapon of assassins in the Far East for centuries, throwing knives can be deadly when wielded by a master but are more generally used when it becomes desirable to send a message. The message is usually 'Your death is coming on swift feet.'

At Hand ID	THW KNIFE
Skill	Weapons: Low-Tech
Inventory Slots	1 x 1
Pickup Ammo Count	5
Low Ammo Mark	5
Hit Damage	15 18 22 26 30
Base Accuracy	55%
Accurate Range	40ft
Maximum Range	80ft
Noise Range	2.5ft
Rounds per Second	5 rps
Reload Time	0.2
Can be stacked	25 (max)
Can be Dodged	
Affects only Organic	

RIFLE WEAPONS

Assault Rifle

The 7.62x51mm assault rifle is designed for close-quarters combat, utilizing a shortened barrel and 'bullpup' design for increased maneuverability. An additional underhand 20mm HE launcher increases the rifle's effectiveness against a variety of targets.

At Hand ID	ASSAULT					
Skill	Weapons: Rifle					
Inventory Slots	2 x 2					
Base Accuracy	65%	68	72	75	79	82
Recoil Strength	0.5	.45	.40	.35	.30	.25
Noise Range	50ft (0 with Silencer)					
Reload Time	3.0	2.7	2.4	2.1	1.8	1.5
Can have Laser						
7.62x51mm ammo (7.62 AMMO)						
Pickup Ammo Count	30					
Clip Size	30	33	36	39	42	45
Low Ammo Mark	30					
Hit Damage	3					
Accurate Range	300ft	330	360	390	420	450
Maximum Range	600ft					
Rounds per Second	10 rps					
Min. rounds per burst	5					
20mm HE ammo (20MM AMMO)						
Pickup Ammo Count	4					
Clip Size	1					
Hit Damage	250 (Sphere, radius 32ft)					
Accurate Range	25ft	27	30	32	35	37
Maximum Range	50ft					
Rounds per Second	1 rps					

Sniper Rifle

The military sniper rifle is the superior tool for the interdiction of long-range targets. When coupled with the proven 30.06 round, a marksman can achieve tight groupings at better than 1 MOA (minute of angle) depending on environmental conditions.

At Hand ID	SNIPER					
Skill	Weapons: Rifle					
Inventory Slots	4 x 1					
Ammo	30.06 (3006 AMMO)					
Pickup Ammo Count	6					
Clip Size	6	7	8	9	10	11
Low Ammo Mark	6					
Hit Damage	25					
Base Accuracy	75%	77	80	82	85	87
Accurate Range	1800ft	yes, but why bother?				
Maximum Range	3000ft					
Recoil Strength	0.4	.36	.32	.28	.24	.20
Noise Range	100ft					
Rounds per Second	1.5					
Reload Time	2.0	1.8	1.6	1.4	1.2	1.0
Already Has Scope						
Scope FOV	Enhances 10% of your original field of view					
Can Have Laser and Silencer						

Assault Shotgun

The assault shotgun (sometimes referred to as a 'street sweeper') combines the best traits of a normal shotgun with a fully automatic feed that can clear an area of hostiles in a matter of seconds. Particularly effective in urban combat, the assault shotgun accepts either buckshot or 12 gauge Sabot shells.

At Hand ID	SHOTGUN
Skill	Weapons: Rifle
Inventory Slots	2 x 2
Ammo	12 Gauge Buckshot Shell, 12 Gauge Sabot Shell (armor-piercing)
Pickup Ammo Count	12
Clip Size	12 13 14 15 16 17
Low Ammo Mark	12
Hit Damage	12 x 5 (Cone)
Base Accuracy	60%
Accurate Range	75ft
Maximum Range	150ft
Recoil Strength	0.7 .63 .56 .49 .42 .35
Noise Range	50ft
Rounds per Second	1.5 rps
Reload Time	4.5 4.0 3.6 3.1 2.7 2.2
Min. rounds per burst	1

Sawed-Off Shotgun

The sawed-off, pump-action shotgun features a truncated barrel resulting in a wide spread at close range and will accept either buckshot or 12 gauge Sabot shells.

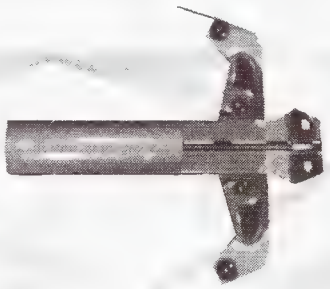
At Hand ID	SAWED-OFF
Skill	Weapons: Rifle
Inventory Slots	3 x 1
Ammo	12 Gauge Buckshot Shell, 12 Gauge Sabot Shell (armor-piercing)
Pickup Ammo Count	4
Clip Size	4 5 6 7 8 9
Low Ammo Mark	4
Hit Damage	15 x 5 Cone
Base Accuracy	70%
Accurate Range	75ft
Maximum Range	150ft
Recoil Strength	0.5 .45 .40 .35 .30 .25
Noise Range	50ft
Rounds per Second	3 rps
Reload Time	3.0 2.7 2.4 2.1 1.8 1.5

Note. *Sabot (armor-piercing) shells are much more effective against armored targets (i.e., robots). Sabot and and buckshot are equally effective against organic targets, but buckshot only inflicts 1/4 damage against robots.*

PISTOL WEAPONS

Mini-Crossbow

The mini-crossbow was specifically developed for espionage work, and accepts a range of dart types (normal, tranquilizer, or flare) that can be changed depending upon the mission requirements.



Keep an eye on this one. It's pretty easy to tell when it's out of ammo or the clip is empty — you won't see a dart on the bow. Targets of the tranquilizer darts take 5 points of poison damage every 2 seconds for 16 seconds. Also note that tranquilizer darts are *not* lethal, but are still pretty useful when you're faced with 80 pounds of angry Doberman.

At Hand ID	CROSSBOW					
Skill	Weapons: Pistol					
Inventory Slots	1 x 1					
Ammo	Dart, Flare Dart, Tranquilizer Dart (see below)					
Pickup Ammo Count	4					
Clip Size	4					
Low Ammo Mark	4					
Base Accuracy	60%	64	68	72	76	80
Accurate Range	50ft	55	60	65	70	75
Maximum Range	100ft					
Noise Range	2.5ft					
Rounds per Second	1.2 rps					
Reload Time	2.0	1.8	1.6	1.4	1.2	1.0
Can be Dodged						
Stuns						
Affects only Organic						
Usable Underwater						
Can Have Scope and Laser						
Scope FOV	Enhances 15% of your original field of view					
Dart (DART)						
Hit Damage	15					
Flare Dart (FLR DART)						
Hit Damage	(Fire) 5 (produces light)					
Tranquilizer Dart (TRQ DART)						
Hit Damage	(Poison) 40 (5 per 2 secs. for 16 sec.)					

Pistol

A standard 10mm pistol.

At Hand ID	PISTOL					
Skill	Weapons: Pistol					
Inventory Slots	1 x 1					
Ammo	10mm (10MM AMMO)					
Pickup Ammo Count	6					
Clip Size	6	7	8	9	10	11
Low Ammo Mark	6					
Hit Damage	14					
Base Accuracy	65%	68	72	75	79	82
Accurate Range	150ft	165	180	195	210	225
Maximum Range	300ft					
Recoil Strength	0.3	.27	.24	.21	.18	.15
Noise Range	50ft					
Rounds per Second	1.6 rps					
Reload Time	2.0	1.8	1.6	1.4	1.2	1.0
Can Have Scope and Laser						
Scope FOV	Enhances 25% of your original field of view					

PS20

The PS20 is a disposable, plasma-based weapon developed by an unknown security organization as a next generation stealth pistol. Unfortunately, the necessity of maintaining a small physical profile restricts the weapon to a single shot. Despite its limited functionality, the PS20 can be lethal at close range.

This weapon has no ammo *per se*, but fires a plasma bolt.

At Hand ID	PS20
Skill	Weapons: Pistol
Inventory Slots	1 x 1
Hit Damage	(Fire) 40 (Sphere, radius 8ft; creates light)
Base Accuracy	75%
Accurate Range	900ft
Maximum Range	1500ft
Noise Range	0.5ft
Rounds per Second	3 rps
Reload Time	0.0
Can be Dodged	
Can not be stacked; can only carry one.	
Usable Underwater	

Stealth Pistol

The stealth pistol is a variant of the standard 10mm pistol with a larger clip and integrated silencer designed for wet work at very close ranges.

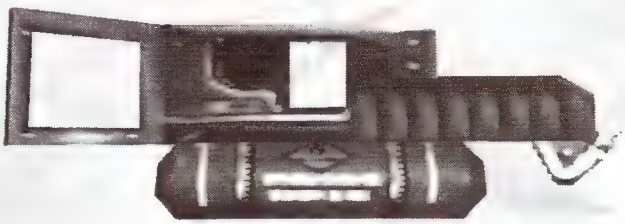
At Hand ID	STEALTH					
Skill	Weapons: Pistol					
Inventory Slots	1 x 1					
Ammo	10mm (10MM AMMO)					
Pickup Ammo Count	10					
Clip Size	10	11	12	13	14	15
Low Ammo Mark	10					
Hit Damage	8					
Base Accuracy	60%	64	68	72	76	80
Accurate Range	150ft	165	180	195	210	225
Maximum Range	300ft					
Recoil Strength	0.1					
Noise Range	0.5ft					
Rounds per Second	6.7 rps					
Reload Time	1.5	1.3	1.2	1.1	1.0	.9 .7
Can Have Scope and Laser						
Scope FOV	Enhances 25% of your original field of view					

HEAVY WEAPONS

Flamethrower

A portable flamethrower that discards the old and highly dangerous backpack fuel delivery system in favor of pressurized canisters of napalm. Inexperienced agents will find that a flamethrower can be difficult to maneuver, however.

There's something satisfying about throwing a fireball at an opponent.



At Hand ID	FLAMETHWR					
Skill	Weapons: Heavy					
Inventory Slots	4 x 2					
Ammo	Napalm Canister (NAPALM)					
Pickup Ammo Count	100					
Clip Size	100					
Low Ammo Mark	50					
Hit Damage	(Fire) 5					
Base Accuracy	55%					
Accurate Range	20ft	22	24	26	28	30
Maximum Range	20ft					
Noise Range	50ft					
Rounds per Second	10 rps					
Reload Time	5.5	4.9	4.4	3.8	3.3	2.7
Min. rounds per burst	7					
Needs Microfibral Muscle (Tech 2) to run with it in hand.						
Can be Dodged						

Light Anti-Tank Weapon (LAW)

The LAW provides cheap, dependable anti-armor capability in the form of an integrated one-shot rocket and delivery system, though at the expense of any laser guidance. Like other heavy weapons, the LAW can slow agents who have not trained with it extensively.

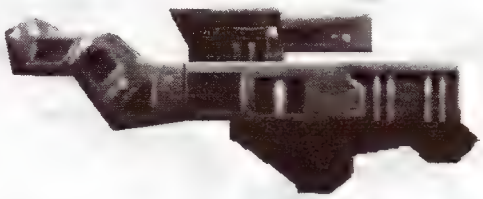
This weapon has no ammo *per se*, but fires a LAW Rocket.

At Hand ID	LAW
Skill	Weapons: Heavy
Inventory Slots	4 x 1
Hit Damage	1000 (Sphere, radius 48ft)
Base Accuracy	70%
Accurate Range	900ft
Maximum Range	1500ft
Recoil Strength	1.0
Noise Range	100ft
Rounds per Second	3 rps
Reload Time	0.0
Needs Microfibral Muscle (Tech 3) to run with it in hand.	
Can be Dodged	
Cannot be stacked; can only carry one	

Guided Explosive Projectile (GEP) Gun

The GEP gun is a relatively recent invention in the field of armaments: a portable, shoulder-mounted launcher that can fire rockets and laser guide them to their target with pinpoint accuracy. While suitable for high-threat combat situations, it can be bulky for those agents who have not grown familiar with it.

NPC GEPs do not lock onto targets, but yours do, with a lock time of about 2 sec. (This time decreases with skill.) The GEP then tracks the target until triggered. It also indicates which targets are invalid — you *can* shoot and damage an invalid target.



At Hand ID	GEP GUN
Skill	Weapons: Heavy
Inventory Slots	4 x 2
Ammo	Rocket, WP Rocket (see below)
Pickup Ammo Count	4
Clip Size	1
Low Ammo Mark	4
Base Accuracy	75%
Accurate Range	900ft yes, but why bother?
Maximum Range	1500ft
Recoil Strength	1.0
Noise Range	100ft
Rounds per Second	0.5 rps
Reload Time	2.0 1.8 1.6 1.4 1.2 1.0
Needs Microfibral Muscle (Tech 3) to run with it in hand.	
Can be Dodged, Can have Scope	

Rocket ammo (ROCKET)	
Hit Damage	300 (Sphere, radius 12ft)
WP Rocket ammo (WP ROCKET)	
Hit Damage	(Fire) 5/sec for 30 sec. (Organic) 300 to other (Sphere, rad. 32ft)

Plasma Rifle

An experimental weapon that is currently being produced as a series of one-off prototypes, the plasma gun superheats slugs of magnetically-doped plastic and accelerates the resulting gas-liquid mix using an array of linear magnets. The resulting plasma stream is deadly when used against slow-moving targets.

At Hand ID	PLASMA
Skill	Weapons: Heavy
Inventory Slots	4 x 2
Ammo	Plasma Clip (PMA CLIP)
Pickup Ammo Count	12
Clip Size	12 13 14 15 16 17
Low Ammo Mark	12
Hit Damage	(Fire) 40 (Sphere, radius 8ft; produces light)
Base Accuracy	70% 73 76 79 82 85
Accurate Range	900ft yes, but why bother?
Maximum Range	1500ft
Recoil Strength	0.3 .27 .24 .21 .18 .15
Noise Range	50ft
Rounds per Second	2 rps
Reload Time	2.0 1.8 1.6 1.4 1.2 1.0
Needs Microfibral Muscle (Tech 3) to run with it in hand.	
Can be Dodged, Can Have Scope and Laser	
Scope FOV	Enhances 20% of your original field of view

DEMOLITION WEAPONS

If you're facing a wall, any of these munitions affix to the wall. Otherwise, they are thrown as usual. All of these detonate 3 seconds after throwing them, or when anyone comes within 8 feet (after they have been affixed to a wall). You have 3 seconds to retreat after affixing any of these. Each type of demolition weapon can be stacked to a maximum of 10 per slot.

Electromagnetic Pulse (EMP) Grenade

The EMP grenade creates a localized pulse that will temporarily disable all electronics within its area of effect, including cameras and security grids.

<UNATCO OPS FILE NOTE JR134-VIOLET> While nanotech augmentations are largely unaffected by EMP, experiments have shown that it WILL cause the spontaneous dissipation of stored bioelectric energy. — Jaime Reyes <END NOTE>

At Hand ID	EMP GREN
Skill	Weapons: Demolition
Inventory Slots	1 x 1
Pickup Ammo Count	1
Hit Damage	(EMP) 100 125 150 175 200 (Sphere, radius 32ft)
Base Accuracy	50%
Accurate Range	150ft
Maximum Range	300ft
Noise Range	50ft
Rounds per Second	3 rps
Reload Time	0.1
Can be Dodged	
Stuns	
Affects only Robot	
Usable Underwater	

Gas Grenade

Upon detonation, the gas grenade releases a large amount of CS (a military-grade 'tear gas' agent) over its area of effect. CS will cause irritation to all exposed mucous membranes leading to temporary blindness and uncontrolled coughing. Like a LAM, gas grenades can be attached to any surface.

At Hand ID	GAS GREN
Skill	Weapons: Demolition
Inventory Slots	1 x 1
Pickup Ammo Count	1
Hit Damage	(Gas) 10 12 15 17 20 (Sphere, radius 32ft)
Base Accuracy	50%
Accurate Range	150ft
Maximum Range	300ft
Noise Range	50ft
Rounds per Second	3 rps
Reload Time	0.1
Can be Dodged	
Stuns	
Affects only Organic	

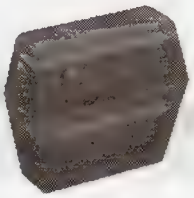
Lightweight Attack Munitions (LAM)

A multi-functional explosive with electronic priming system that can either be thrown or attached to any surface with its polyhesive backing and used as a proximity mine.

<UNATCO OPS FILE NOTE SC093-BLUE> Disarming a proximity device should only be attempted with the proper demolitions training. Trust me on this. — Sam Carter <END NOTE>

At Hand ID	LAM
Skill	Weapons: Demolition
Inventory Slots	1 x 1
Pickup Ammo Count	1
Hit Damage	500 625 750 875 1000 (Sphere, radius 24ft)
Base Accuracy	50%
Accurate Range	150ft
Maximum Range	300ft
Noise Range	50ft
Rounds per Second	3 rps
Reload Time	0.1
Can be Dodged	
Usable Underwater	

Scramble Grenade



The detonation of a GUARDIAN scramble grenade broadcasts a short-range, polymorphic broad-band assault on the command frequencies used by almost all bots manufactured since 2028. The ensuing electronic storm causes bots within its sphere of effect to indiscriminately attack other bots until command control can be re-established. Like a LAM, scramble grenades can be attached to any surface.

At Hand ID	SCRM GREN
Skill	Weapons: Demolition
Inventory Slots	1 x 1
Pickup Ammo Count	1
Hit Damage	(Scramble) 100 125 150 175 200 (Sphere, radius 32ft; confuses bots up to 50 sec (base) per hit)
Base Accuracy	50%
Accurate Range	150ft
Maximum Range	300ft
Noise Range	50ft
Rounds per Second	3 rps
Reload Time	0.1
Can be Dodged	
Affects only Robot	
Usable Underwater	

Weapon Modifications

Weapon must be able to accept the specific modification, and must not already have the maximum allowable number of that modification. All modifiers are applied to the original stats. For example, if you add a second Accuracy mod to a weapon, the modifier will be a percentage of the original base Accurate Range number, not the already modified Accurate Range stat.

In the table below, √ means that the mod can be applied to the weapon. (√) means that the weapon comes with that mod as standard equipment. √+ means that the mod is recommended for that weapon.

	Flame-thrower	GEP Gun	Mini-Xbow	Pistol	Stealth Pistol	Plasma Rifle	Assault Rifle	Sniper Rifle	Assault SGN	Sawed SGN
Accuracy			√+	√+	√+	√	√	√		
Clip				√	√	√	√	√	√	√
Laser			√+	√	√+	√	√	√+		
Range	√+	√	√+	√+	√+	√	√	√		
Recoil				√		√	√+	√+	√+	√+
Reload	√	√	√+	√	√	√	√	√+	√	√+
Scope		√	√+	√	√+	√		(√)		
Silencer					(√)		√+	√+		

Accuracy (Base Accuracy) (MOD ACCRY)

When clamped to the frame of most projectile weapons, a harmonic balancer will dampen the vertical motion produced by firing a projectile, resulting in increased accuracy.

<UNATCO OPS FILE NOTE SC108-BLUE> Almost any weapon that has a significant amount of vibration can be modified with a balancer; I've even seen it work with the mini-crossbow and a prototype plasma gun. — Sam Carter <END NOTE>

Increases Base Accuracy by 10% per mod (max 5 mods).

Clip (Size) (MOD CLIP)

An extended magazine that increases clip capacity beyond the factory default.

Increases Reload Count (the number of rounds you can have loaded into a weapon) by 10% per mod (minimum 1 per mod; max 5 mods).

Laser (MOD LASER)

A laser targeting dot eliminates any inaccuracy resulting from the inability to visually gauge a projectile's point of impact.

Adds a laser sight to a weapon (1 mod).

Range (Accurate Range) (MOD RANGE)

By lubricating the firing path with synthetic synovial fluid, the drag on fired projectiles is greatly reduced with a consequent increase in range.

<UNATCO OPS FILE NOTE SC111-BLUE> Coating the primary valve system of a flamethrower or plasma gun in synovial lubricant and then over-pressuring the delivery system will also result in an increase in range. Little trick I learned during field testing. — Sam Carter <END NOTE>

Increases Accurate Range by 10% per mod (max 5 mods).

Recoil (Strength) (MOD RECOL)

A stock cushioned with polycellular shock absorbing material will significantly reduce perceived recoil.

Decreases Recoil by 10% per mod (max 5 mods).

Reload (Time) (MOD RELOD)

A speed loader greatly decreases the time required to reload a weapon.

Reduces Reload Time by 10% per mod (max 5 mods).

Scope (MOD SCOPE)

A telescopic scope attachment provides zoom capability and increases accuracy against distant targets.

Takes a certain percentage of your field of view (such as 15%) and expands it to fill your screen (max 1 mod).

Silencer (MOD SLNCR)

A silencer will muffle the muzzle crack caused by rapidly expanding gases left in the wake of a bullet leaving the gun barrel.

<UNATCO OPS FILE NOTE SC108-BLUE> Obviously, a silencer is only effective with firearms. — Sam Carter <END NOTE>

Reduces the weapon's noise and Noise Range to 0 (max 1 mod).

Armor

Thermoptic Camo

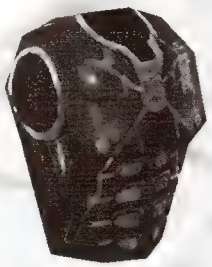
Integrating woven fiber-optics and an advanced computing system, thermoptic camo can render an agent invisible to both humans and bots by dynamically refracting light and radar waves; however, the high power drain makes it impractical for more than short-term use, after which the circuitry is fused and it becomes useless.

At Hand ID	THRM CAMO
Applicable Skill	Environmental Resistance
Base Effect	Radar transparency
Base Charge Duration	12 seconds

Ballistic Armor

Ballistic armor is manufactured from electrically sensitive polymer sheets that intrinsically react to the violent impact of a bullet or an explosion by 'stiffening' in response and absorbing the majority of the damage. These polymer sheets must be charged before use; after the charge has dissipated they lose their reflexive properties and should be discarded.

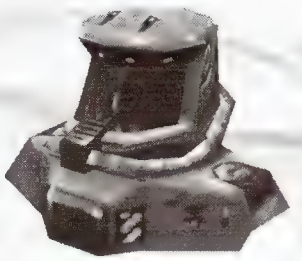
At Hand ID	BAL ARMOR
Applicable Skill	Environmental Resistance
Base Effect	50% damage reduction
Base Charge Duration	25 seconds



Hazmat Suit

A standard hazardous materials suit that protects against a full range of environmental hazards including radiation, fire, biochemical toxins, electricity, and EMP. Hazmat suits contain an integrated bacterial oxygen scrubber that degrades over time and thus should not be reused.

At Hand ID	HAZMAT
Applicable Skill	Environmental Resistance
Base Effect	25% damage reduction against radiation, gas and poison
Base Charge Duration	50 seconds



Items

This section lists the more important items you'll find in the game. They all use up 1x1 inventory slots.

FOOD AND DRINK

Candybar

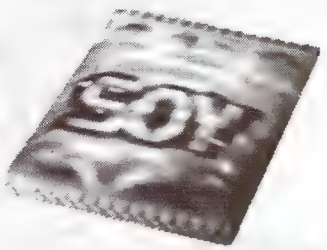
CHOC-O-LENT DREAM. IT'S CHOCOLATE! IT'S PEOPLE! IT'S BOTH!(tm) 85% Recycled Material.

At Hand ID: CANDY BAR
Heals 2 health points
Single Use
Stackable (max 20)
Buoyant

Soy Food

Fine print: 'Seasoned with nanoscale mechanochemical generators, this TSP (textured soy protein) not only tastes good but also self-heats when its package is opened.'

At Hand ID: SOY FOOD
Heals 5 health points
Single use
Stackable (max 10)
Buoyant



Sodacan

The can is blank except for the phrase 'PRODUCT PLACEMENT HERE.' It is unclear whether this is a name or an invitation.

At Hand ID: SODA
Heals 2 health points
Single use
Stackable (max 10)

Liquor 40 oz. (Beer)

COLD SWEAT forty ounce malt liquor. Never let 'em see your COLD SWEAT.

Be careful with the brew. It will make you feel a little better, but what it does to your vision and balance just aren't worth it. And, yes, it does get worse if you keep popping the tops. (The hard stuff and wine don't help your targeting, either.)

At Hand ID: FORTY
Heals 2 health points
Intoxication lasts 10 seconds per can
Single use
Stackable (max 10)

Liquor Bottle

The label is torn off, but it looks like some of the good stuff.

At Hand ID: LIQUOR
Heals 2 health points
Intoxication lasts 5 seconds per bottle
Single use
Stackable (max 10)

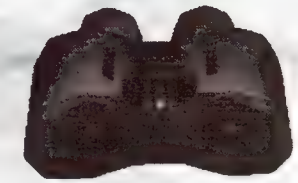
Wine Bottle

A nice bottle of wine.

At Hand ID: WINE
Heals 2 points
Intoxication lasts 5 seconds per bottle
Single use
Stackable (max 10)

TOOLS

Binoculars



A pair of military binoculars.

At Hand ID: BINOCS

Buoyant

Bioelectric Cell (Biocell)

A bioelectric cell provides efficient storage of energy in a form that can be utilized by a number of different devices.

<UNATCO OPS FILE NOTE JR289-VIOLET> Augmented agents have been equipped with an interface that allows them to transparently absorb energy from bioelectric cells. — Jaime Reyes <END NOTE>

Recharges energy, not health. For health, you still have to eat.

At Hand ID: BIOCELL

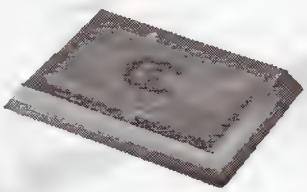
Single use

Stackable (max 30)

Recharges 25 energy points

Credit Chit

Adds credits to your account.



Buoyant

Fire Extinguisher

A chemical fire extinguisher.

Spews halon gas at your target. You can even use it to extinguish yourself, should you happen to find yourself ablaze. Note that it has much the same effect as pepper spray on yourself and other people.

At Hand ID: FIRE EXT

Lasts 3 seconds

Single use

Flare

A flare.

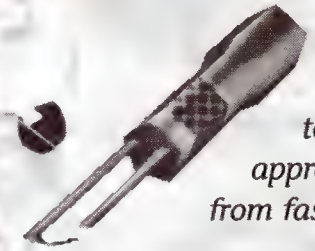
Flares don't work underwater. Don't bother even trying to pick up dead flares. You can't even use what's left to light your cigarette.

At Hand ID: FLARE

Lasts 30 seconds

Single use

Stackable (max 50)



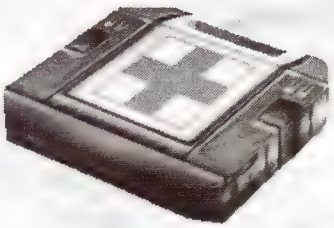
Lockpick

A disposable lockpick. The tension wrench is steel, but appropriate needles are formed from fast congealing polymers.

<UNATCO OPS FILE NOTE AJ006-BLACK> Here's what they don't tell you: despite the product literature, you can use a standard lockpick to bypass all but the most high-class nanolocks. — Alex Jacobson <END NOTE>

At Hand ID: LOCKPICK

Stackable (max 20)



MedKit

A first-aid kit.

<UNATCO OPS FILE NOTE JR095-VIOLET> The nanomachines of an augmented agent will automatically metabolize the contents of a medkit to efficiently heal damaged areas. An agent with medical training could greatly expedite this process. — Jaime Reyes <END NOTE>

Use to heal critical body parts, or use on character screen to direct healing at a certain body part.

Healing order is head, torso, legs, then arms (critical to less critical).

At Hand ID: MEDKIT

Heals 30 health points

Single use

Stackable (max 15)

Multitool

A disposable electronics tool. By using electromagnetic resonance detection and frequency modulation to dynamically alter the flow of current through a circuit, skilled agents can use the multitool to manipulate code locks, cameras, autogun turrets, alarms, or other security systems.

At Hand ID: MULTITOOL

Stackable (max 20)

Rebreather

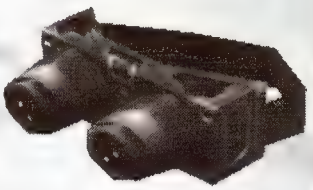
A disposable chemical scrubber that can extract oxygen from water during brief submerged operations.

Lets you stay underwater. Modified by Environmental Resistance skill.

At Hand ID: REBREATHR

Lasts 50 seconds (base)

Single use



Tech Goggles

Tech goggles are used by many special ops forces throughout the world under a number of different brand names, but they all provide some form of portable light amplification in a disposable package.

These give you temporary nightvision.

At Hand ID: GOGGLES

Single use

Lasts 12 seconds

MISCELLANEOUS

Ambrosia Vial

The only known vaccine against the 'Gray Death.' Unfortunately, it is quickly metabolized by the body making its effects temporary at best.

You get the message, "Strange...nothing happens...." Ambrosia is only an antidote for a disease you don't have. While a waste of time for you, a vial of Ambrosia is eagerly sought by one of the people you encounter.

At Hand ID: AMBROSIA

Single use

Stackable (max 10)

Buoyant

Cigarettes

COUGHING NAILS — when you've just got to have a cigarette.

At Hand ID: CIGS

Harms you 5 points per cigarette (poison damage)

Single use

Stackable (max 20)

Buoyant

Zyme Vial

A vial of zyme, brewed up in some basement lab.

While zyme doesn't help you at all, it can occasionally be traded to addicts or sold to dealers.

At Hand ID: ZYME

Harms you 10 points per vial

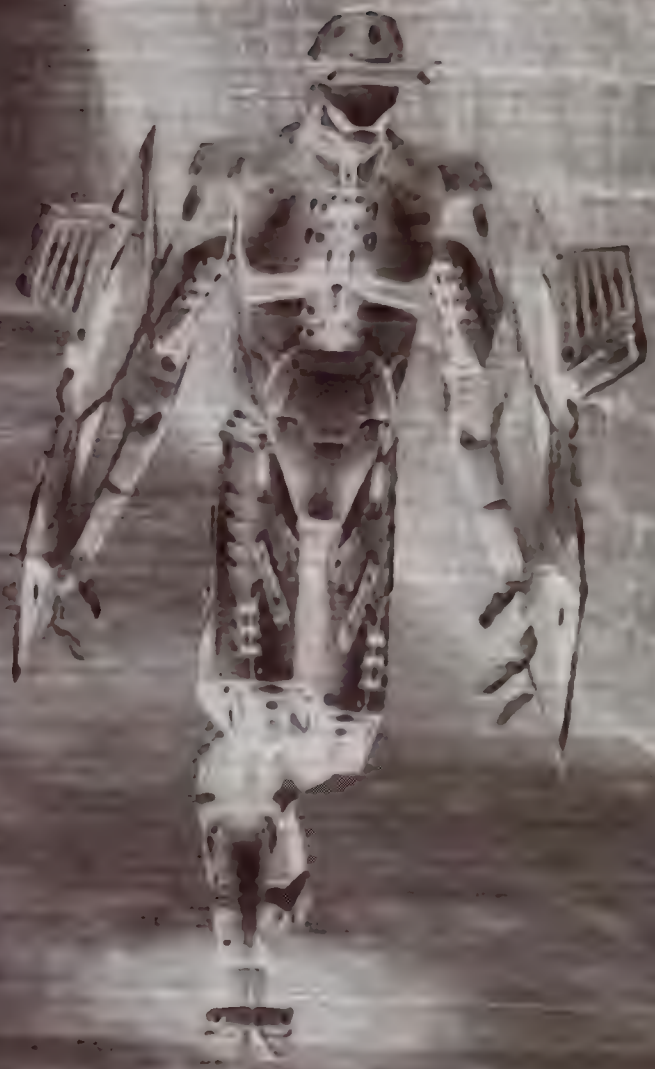
Delirium lasts 60 seconds per vial

Single use

Stackable (max 20)

Buoyant

Enemies



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Enemies

DEFAULT HUMAN STATS

All humans have these specifications, unless otherwise noted. Damage to the head is doubled; 1 x damage to all other body areas.

Weapons listed for characters may change from mission to mission. The ones listed below are the most commonly found.

Men

Speed	6
Health	25 (head), 50 (each other area)

Women

Speed	4
Health	25 (head), 50 (each other area)

Children

Speed	5
Health	13 (head), 25 (each other area)

Civilian Accuracy

If any civilians try to shoot at you, they'll have a base accuracy of around 40%.

THUGS

When you're fighting thugs, they'll have a base accuracy around 40%.

Thug

Equipment	Pistol, crowbar

Gang Leader or Member

Equipment	Pistol, sword

Smuggler

Equipment	Pistol, crowbar

JoJo Fine

Equipment	Stealth pistol, crowbar
Health	38 (head), 50 (each other area)

MILITARY

Most military characters will have a base accuracy of about 90% with weapons. For those who explode upon death, the explosion delivers 100 HP of damage over a radius of 16 feet. If you want their loot, knock 'em out — don't kill 'em.)

Terrorist

Health	19 (head), 38 (each other area)

UNATCO Troop

Equipment	Assault rifle, combat knife

MIB (Man in Black)

MIBs will not run away, no matter how injured.

Health	88 (head), 175 (each other area)

Explodes upon death

WIB (Woman in Black)

WIBs will not run away, no matter how injured.

Health	75 (head), 150 (each other area)

Explodes upon death

MJ12 Troop

Equipment	Assault rifle, combat knife

MJ12 Commando

Immunities	Tear gas, poison gas
50% reduction	Fire, poison
Equipment	MJ12 commando gun, MJ12 rocket launcher
Health	63 (head), 125 (each other area)

MJ12 Commando Gun

Rounds per Sec	5 rps
Reload Time	1.0
Hit Damage	15
Accurate Range	300ft
Max. Range	600ft
Base Accuracy	80%
Noise Level	1.0

Can be Dodged

MJ12 Rocket Launcher

Rounds per Sec	2 rps
Hit Damage	50 (Sphere, radius 16ft)
Accurate Range	300ft
Max. Range	600ft
Base Accuracy	85%
Noise Level	1.0

Can be Dodged

Named Military Characters

For details on these characters, and images of each, see **Characters**, pp. 6-24.

Anna Navarre

Immunities	Poison
Explodes upon death	
Speed	7
Equipment	Assault rifle, combat knife
Health	100 (head); 150 (each other area)
Augmentation	Cloak

Maggie Chow

Equipment	Dragon's Tooth Sword

Gunther Hermann

Immunities	Stun, fire, scramble grenade, EMP
90% reduction	Tear gas, poison gas, poison, halon gas, radiation, shock
Explodes upon death	
Equipment	Assault rifle, combat knife, flamethrower
Health	150 (head), 200 (each other area)

Joseph Manderley

Equipment	Pistol, combat knife

Paul Denton

Immunities	Stun, fire, scramble grenade, EMP
90% Reduction	Tear gas, poison gas, poison, halon gas, radiation, shock
Speed	10
Equipment	Assault rifle, plasma rifle, sword
Health	50 (head), 100 (each other area)
Augmentation	Cloak

Sam Carter

Equipment	Assault shotgun, combat knife

Walton Simons

Immunities	Stun, fire, scramble grenade, EMP
90% reduction	Tear gas, poison gas, poison, halon gas, radiation, shock
Health	225 (head), 300 (each other area)
Augmentation	Cloak

ROBOTS AND OBJECTS

Robots will shut down completely if hit with enough EMP damage. Scramble grenades make them go crazy, which isn't necessarily an improvement. They are immune to tear gas, halon gas, poison gas, radiation, poison, and unconscious attacks. They reduce shot and fire damage by 75%, and prod damage by 50% (and aren't stunned).

Objects

Security Camera	
Health	50 (in one blow)
Turret	
Health	50 (in one blow)
Rounds per Sec	4 rps
Hit Damage	5
Base Accuracy	50%
Door	
Health	0-100
Wooden Crate	
Health	10

MedBot (Heals you)

Health	13 (head), 25 (other)
EMP Hit Points	50
Speed	6

Cleaner Bot

Health	5 (head), 10 (other)
EMP Hit Points	50
Speed	9

Repair Bot (Recharges you)

Health	13 (head); 25 (other)
Speed	3
EMP Hit Points	50
Charge Amount	75
Charge Refresh	60 seconds

Military Bot

Health	150 (head), 300 (other)
EMP Hit Points	200
Speed	1
Equipment	Robot MG, robot rocket

Robot MG (Machinegun)

Rounds per Sec	10 rps
Reload Time	1.0
Hit Damage	6
Accurate Range	300ft
Max. Range	600ft
Base Accuracy	70%
Noise Level	1.0

Robot Rocket

Rounds per Sec	1 rps
Hit Damage	100 (Sphere, radius 16ft)
Accurate Range	300ft
Max. Range	600ft
Base Accuracy	85%
Noise Level	1.0

Can be Dodged

Security Bot (Mark 2)

Health	38 (head), 75 (other)
EMP Hit Points	40
Speed	3
Equipment	Robot MG

Security Bot (Mark 3)

As Mark 2, except:

EMP Hit Points	50

Security Bot (Mark 4)

As Mark 2, except:

Health	63 (head), 125 (other)
EMP Hit Points	100

Robot MG (Machinegun)

Rounds per Sec	10 rps
Reload Time	1.0
Hit Damage	6
Accurate Range	300ft
Max. Range	600ft
Base Accuracy	70%
Noise Level	1.0

SpiderBot (Huge)

Health	100 (head), 200 (other)
EMP Hit Points	100
Speed	3
Max. Range	88ft
Rounds per Sec	0.6 rps
Hit Damage	25
Accurate Range	40ft
Max. Range	80ft
Base Accuracy	100%
Shock Damage	15
Noise Level	1.0

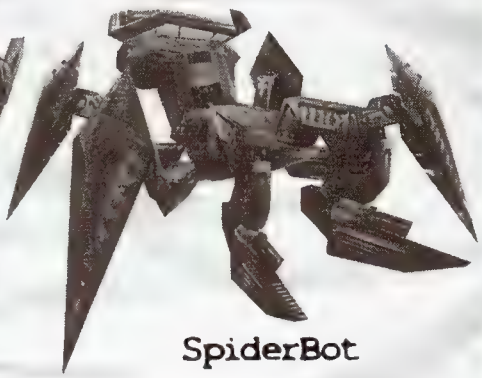
SpiderBot (Maintenance Bot)

Health	20 (head), 40 (other)
EMP Hit Points	25
Speed	10
Rounds per Sec	1 rps
Hit Damage	5
Minimum Range	6ft
Accurate Range	20ft
Max. Range	40ft
Base Accuracy	100%
Shock Damage	8
Noise Level	1.0

Can be Dodged

Military Bot

Security Bots



SpiderBot

CREATURES

Doberman

Speed	8
Health	5 (head), 10 (other)
Attack	Dog bite

Dog Bite

Rounds per Sec	2 rps
Hit Damage	5
Accurate Range	5ft
Max. Range	5ft
Base Accuracy	50%
Noise Level	0.1

Greasel

Health	25 (head), 50 (other)
Immunities	Tear gas, poison gas, halon gas
Speed	11
Attack	Spit

Spit

Rounds per Sec	0.6 rps
Hit Damage	15
Accurate Range	18ft
Max. Range	28ft
Base Accuracy	85%
Noise Level	1.0

Can be Dodged

Gray

Health	13 (head), 25 (other)
Immunities	Radiation, fire, tear gas, halon gas, poison gas
Speed	11
Radiation	10 HP per sec. (Radius 16ft)
Attacks	Swipe, Psionic Blast

Swipe

Rounds per Sec	2 rps
Hit Damage	6
Accurate Range	8ft
Max. Range	8ft
Base Accuracy	100%
Noise Level	0.1

Psionic Blast

Rounds per Sec	3 rps
Hit Damage	8 (Cone)
Accurate Range	18ft
Max. Range	28ft
Base Accuracy	85%
Noise Level	1.0

Can be Dodged

Karkian (full grown)

Health	100 (head); 200 (other)
Immunities	Tear gas, halon gas, poison gas
Speed	13
Attacks	Bite, bump, charge

Bite

Rounds per Sec	10 rps
Hit Damage	15
Accurate Range	8ft
Max. Range	8ft
Base Accuracy	100%
Noise Level	0.1

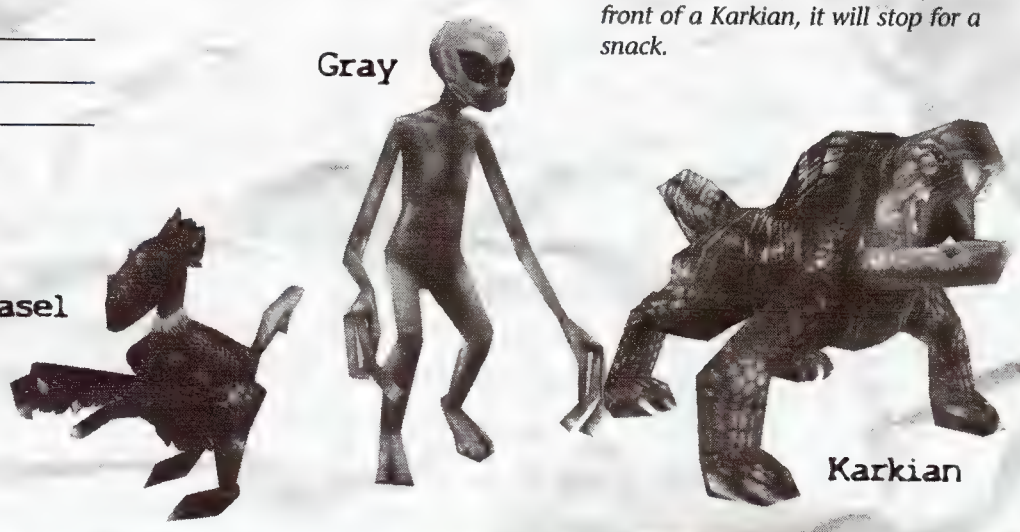
Bump

Rounds per Sec	10 rps
Hit Damage	15
Accurate Range	8ft
Base Accuracy	100%
Noise Level	0.1

Charge

Watch for this attack. Depending on the karkian's speed when it hits, it can do a lot of damage to your legs.

Note. *If you drop a dead body in front of a Karkian, it will stop for a snack.*



Missions

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Mission Thumbnails

For each mission we list approximately how many Skill Points you can expect to gain during the mission, the mission's primary and secondary objectives, and the hostile encounters in the mission.

Weapon abbreviations. Xbow (mini-crossbow), sniper (sniper rifle), ASR (assault rifle), ASSG (assault shotgun), SOSG (sawed-off shotgun), plasma (plasma rifle), stealth (stealth), knife (combat knife), flame (flamethrower), gas (gas grenade), EMP (EMP grenade).

RESCUE THE LADY

Approximately 1400-3000 Skill Points

Primary Objectives

The NSF seem to be directing the attack from the Statue. Get inside and locate the threat.

Report to headquarters on the west side of the island for a debriefing.

Report to Manderley's office on Level 2. (before Reyes & Carter)

See Sam Carter for equipment.

See Jaime Reyes for a medical exam.

Go to Manderley's office on Level 2 for the mission briefing. (after talking to Reyes & Carter)

Go to the South Dock and take the police boat to Manhattan.

Secondary Objectives

One of UNATCO's top agents is being held inside the Statue. Break him out, and he'll back you up against the NSF.

Meet UNATCO informant Harley Filben at the North Docks. He has a key to the Statue doors.

Go to the break room on Level 2 and check in with your partner, Agent Anna Navarre.

Hostile Encounters

- 1 Security Bot
- 29 NSF Terrorists (pistols, ASRs, Xbows, knives, batons)
- 5 Thugs (Xbows (all), pistols, crowbars, knives, batons)
- 1 NSF Commander (pistol)

ON THE TOWN

Approximately 1500-1600 Skill Points

Primary Objectives

Take the subway to Hell's Kitchen and report to Paul.

Find the NSF's secret generator. Paul's team will raid the warehouse when the generator is destroyed and the EMP field goes down.

Secondary Objectives

Locate the stolen barrel of Ambrosia in Castle Clinton.

Free the hostages in the Battery Park subway station, east of Castle Clinton.

Report to Agent Navarre to receive your orders. (after finding barrel of Ambrosia)

Investigate the hostage situation in the 'Ton Hotel, at the southeast corner of the block. Rescue the Rentons, if they are still inside.

Talk to the locals in the bar or the clinic for clues to the location of the generator.

Rescue Smuggler's friend Ford Schick from a secret laboratory in the sewers. The sewers are accessed by the grates in the street.

A man named Johnny took a woman into an alley west of the Underworld Bar. Investigate the situation.

Hostile Encounters

- 34 NSF Terrorists (flame (1), SOSG (1), pistols, ASRs, ASSGs, LAMs, snipers, Xbows, knives, batons)
- 2 Gang Members (pistols, swords)
- 1 Doberman
- 9 MJ12 Troops (ASRs, knives)

THE LEBEDEV SANCTION

Approximately 1500-1600 Skill Points

Primary Objectives

Report to Manderley.

Locate the airfield where the NSF has moved the Ambrosia. Investigate the subway system, because the terrorists may be hiding underground.

Locate three missing barrels of Ambrosia. UNATCO will send a team to recover them.

Assassinate Juan Ivanovich Lebedev.

Gain access to the 747 hangar and locate the final barrel.

Go to the helicopter at the airfield. (after player is done with Lebedev/Anna)

Secondary Objectives

Report to Sam Carter to receive your equipment.

Talk to Charlie in the Brooklyn Bridge Station for information on the mole people.

Open fresh water supply for homeless in Brooklyn Bridge Station. The valve is in a utility room at the north end of the train tracks that has been blocked by a cave-in. Clear the cave-in with LAMs, find the valve, turn on the water, and report back to Charlie Fann. The Rooks might have LAMs.

Kill the drug dealer in the Brooklyn Bridge Station for the Rooks, then inform El Rey.

Hostile Encounters

32 NSF Terrorists (sniper (1), flame (1), gas, EMP, pistols, ASRs, ASSGs, Xbows, SOSGs, knives, batons, crowbars)
1 Guard (pistol)
2 Security Bots
5 Military Bots
3 NSF Terrorists at plane, *not* enemy

INEVITABLE CHOICES

Approximately 1000-1400 Skill Points

Primary Objectives

See Manderley for a debriefing.

Meet Jock at the helipad to be taken to a new assignment in Hong Kong.

Your brother's in trouble. Go to the apartment in Hell's Kitchen and see if he needs your help.

Investigate the captured NSF base to the west behind the bar to see if Paul is telling the truth about UNATCO. If he is, help the rebels by sending a distress signal from the satellite transmitter.

Send the NSF distress signal from the satellite transmitter on the roof of NSFHQ.

Meet up with Paul and help him leave New York.

Find Jock's helicopter in Battery Park, the only way out of New York not controlled by UNATCO. The code to the Hell's Kitchen subway station is 6282.

Secondary Objectives

Tell Jaime that Walton Simons is looking for him.

Hostile Encounters

(after NSF signal sent)

50 UNATCO Troops (flames (2), snipers (3), ASSGs (3), ASRs, pistols, knives)
3 MIBs (ASSGs)
2 Security Bots
Anna Navarre (ASR, knife)
4 Security Bots
1 Military Bot
Gunther Hermann (plasma, flame, ASR, knife)

BREAKOUT

Approximately 1000-1400 Skill Points

Primary Objectives

Escape from the Majestic 12 facility.

Find your brother and access information in his data vault that Tracer Tong will need to defeat the kill switch. (only if Paul is alive)

Get the datavault from your brother's body. Tracer Tong will need it to defeat the kill switch. (only if Paul is dead)

Eliminate Anna Navarre.

When Anna Navarre is dead (or eliminated), see Alex for a key to the exit.

Escape from UNATCO and go to the helipad.

Secondary Objectives

Find the equipment taken from you when you were captured by UNATCO.

Find Anna Navarre's kill phrase. It is stored in two pieces on two computers, each with the login demiurge and the password archon.

Hostile Encounters

1 Security Bot (down, but can be awakened)
2 Dobermans
18 MJ12 Troops (ASRs, snipers, ASSGs, Xbows, knives, batons)
1 Secretary (riot prod)
2 Military Bots
1 MIB (stealth)
11 UNATCO Troops (ASRs, ASSGs, knives)
Greasels & Karkians, who when released, will attack the guards *and* you.

HONG KONG

Approximately 2000-2100 Skill Points

Primary Objectives

Deactivate the weapon-lock on Jock's helicopter. The remote control panel is on Flight Control Deck One.

Find Tracer Tong somewhere in Hong Kong.

Look for clues to finding Tracer Tong at the compound that Paul used to visit, to the east of the Wan Chai market.

Find and examine the Dragon's Tooth sword as proof regarding whether or not Maggie Chow is telling the truth.

Retrieve the Dragon's Tooth sword and await further instructions from Tracer Tong.

Demonstrate Maggie Chow's guilt to the Red Arrow by showing Max Chen the Dragon's Tooth sword. Find Max Chen in the Lucky Money Club in the mall near Wan Chai Market.

After convincing Max Chen of Maggie Chow's deceit, return to Gordon Quick and tell him how the Red Arrow responded to the news.

Report to Tracer Tong inside the Luminous Path compound to deliver the good news of the truce.

Go to the center of the Operating Theater so that Tracer Tong can deactivate the kill switch and restore augmentation functionality.

Get the ROM-encoding for the Dragon's Tooth sword from the basement laboratories at VersaLife.

Go to the temple in Wan Chai to cement the alliance between the Triads.

Gain access to the Level 2 labs at VersaLife and locate information on the structure of the plague virus.

Destroy the Universal Constructor used for manufacturing plague virus.

Escape the VersaLife facility through the floor of the Universal Constructor chamber.

Report to Tracer Tong for information on Stanton Dowd and the Illuminati.

Board Jock's helicopter in the Luminous Path compound.

Secondary Objectives

Meet the dragon heads at the Lucky Money for drinks.

Find evidence in the police station in the Wan Chai Market that will settle the Triad dispute. Bring it to Maggie Chow to earn her trust.

Hostile Encounters

- 6 Security Bots
- 23 MJ12 Troops (GEP guns, ASSGs, Xbows, flames, snipers, ASRs, knives)
- Hong Kong Military (flame (1), ASRs)
- 1 Maid (stealth)
- 5 MJ12 Troops *hidden*; they'll fight you later for the Dragon sword if they're still there (plasma, SOSG, Xbow, ASRs, knives)
- 5 Cops (ASRs, pepper guns)
- 7 MJ12 Commandos (MJ12 commando guns, MJ12 rocket launchers)
- 6 MIBs/WIBs (sword (1), plasmas, ASRs)
- 2 Mini-Spider Bots
- Maggie Chow (Dragon sword)

THE SUPERTANKER

Approximately 3000-4500 Skill Points

Primary Objectives

Get to the Underworld Tavern and meet with Harley Filben.

Meet Stanton Dowd at the Osgood & Son's storefront, near the tunnels leading to the warehouse district.

Once you obtain items from Smuggler, get back to the hotel roof and take the helicopter to Brooklyn Naval Shipyard.

Scuttle the PCS *Wall Cloud* by destroying the 5 tri-hull welds with explosives and by reversing the bilge-pump flow. Pumping water into the bilges will destabilize the ship's weight distribution and cause the hull to split open.

Enter Main building on north side of Dockyard. There may be more than one entry point.

Get onto ship.

Find a way to the lower decks.

Meet Jock on the roof. At the west end of the dock is a maintenance store to the air conditioning system. Use the ladder inside to get into the ventilation channels and up onto the roof.

Meet Stanton Dowd at his family crypt inside the graveyard.

Disable the EM disruption field that is preventing Jock from landing. The source seems to be a small building just inside the cemetery gate.

Take the helicopter to Paris. Make contact with Silhouette in the Paris catacombs. (cleared when you talk to Chad in next mission)

Secondary Objectives

Kill the traitor, Joe Greene, in the Free Clinic.

See the Smuggler for explosives for scuttling the superfreighter.

Bring Stanton Dowd some Ambrosia to counteract the Gray Death.

Find Ammo Storage warehouse and raid ammo bunkers for more LAMs or Rockets.

Cut the power to the transformers that are shorting out and electrifying the overhead walkway. Two control panels must be shut down, one of them under the floor.

Hostile Encounters

6	Riot Cops (ASRs)
2-12	UNATCO Troops (ASRs, knives)
4	Military Bots
11	Marines (ASSGs (5), ASRs (6), LAMs (2), knives)
5	Security Bots (1 with flame)
14	MJ12 Troops (ASRs, knives)
6	Sailors (pistols (3), Xbows (3))
16	Hong Kong Military (LAMs (2), ASRs)

GRAY PAREE

Approximately 2500-3000 Skill Points

Primary Objectives

Take the helicopter to Paris. Make contact with Silhouette in the Paris catacombs.

Make contact with the Illuminati in Paris, where the former Illuminati leader, Morgan Everett, is rumored to be in hiding. (complete this in next mission when talk to Everett)

Find Silhouette's hideout in the catacombs and talk to their leader.

Find Nicolette DuClare. She is known to frequent Club La Porte de l'Enfer.

Meet Nicolette behind Club La Porte de l'Enfer.

Search the DuClare chateau for evidence of Morgan Everett's relationship with Beth DuClare.

Find Beth DuClare's secret computer room, which should contain clues to the whereabouts of Morgan Everett.

Find Nicolette and get the key to the family crypt.

Go to the family crypt in the maze behind the chateau and await instructions from Morgan Everett.

Access the Templar computer system so that Morgan Everett can complete work on a cure for the Gray Death. (complete this in next mission)

Secondary Objectives

Kill the four greasels in the sewers, then inform the frightened woman who lives in the apartment ruins.

Kill the three MJ12 soldiers in the metro station next to the underground mall. Report back to Defoe.

Free the members of Silhouette being held in Bunker 03.

Protect the hostages as they try to make it back to Silhouette's bunker.

After the rescue attempt, inform Chad of the hostages' fate.

Meet Jaime at a cafe in building 19. (This goal appears only if you told Jaime to stay at UNATCO in "Breakout.")

Get the zyme from the bakery and sell it to Renault.

Hostile Encounters

20	MJ12 Troops (flames (2), Xbows, SOSGs, ASSGs, ASRs, pistols, knives)
1	Security Bot
4	Greasels
13	MJ12 Commandos (MJ12 commando guns, MJ12 rocket launchers)
1	WIB (SOSG, LAW)
1	Doberman
2	Military Bots

TREASURES OF THE TEMPLARS

Approximately 2500-3500 Skill Points

Primary Objectives

Make contact with the Illuminati in Paris, where the former Illuminati leader, Morgan Everett, is rumored to be in hiding.

Access the Templar computer system so that Morgan Everett can complete work on a cure for the Gray Death.

Go to metro station; await further instructions.

Meet Toby Atanwe, Everett's associate, in the metro station.

Meet Jock at the helipad. Leave for Vandenberg Air Force Base.

Secondary Objectives

Recover the gold from the Templars' cathedral, now occupied by MJ12.

Tell Everett that Lucius DeBeers is cold.

Tell Lucius that Everett does not intend to revive him.

Kill the phony mechanic who infiltrated Everett's estate.

Hostile Encounters

6 MJ12 Commandos (MJ12 commando guns, MJ12 rocket launchers)
13 MJ12 Troops (snipers, ASRs, knives)
1 Military Bot
4 Security Bots
Gunther Hermann (ASR, knife, flame)
Ray (stealth, crowbar)

VANDENBERG AFB

Approximately 2500-3300 Skill Points

Primary Objectives

Destroy the 2 MJ12 military bots and 2 MJ12 security bots. Base will remain under lockdown until the bots are destroyed.

Go to the communications center to gain access to Gary Savage. (Cleared when talk to Tony Mares. Tony gives the next goal in this list.)

Find Gary Savage, believed to be in the control room.

Bring up the Vandenberg computer system, needed to operate the UC and to allow Everett to defend Daedalus.

Uplink Daedalus to the military computers near the control room on the second floor of the command building.

Go to the control room to receive a communication from Bob Page.

(post-Helios being born)

Meet Jock at the front entrance to Vandenberg, northeast of the base.

Rescue Gary Savage's daughter, Tiffany, from the gas station where Majestic 12 is holding her.

Return to the helicopter in the junkyard.

From the recently damaged MJ12 Ocean Lab, recover the schematic Gary Savage needs to complete a Universal Constructor. (complete this in next mission)

Secondary Objective

Activate backup power for the X-51 scientists' bot security system.

Hostile Encounters

- 2 Security Bots
- 2 Military Bots
- 5 MJ12 Commandos (MJ12 commando guns, MJ12 rocket launchers)
- 18 MJ12 Troops (flames, ASRs, Xbows, snipers, SOSGs, knives)
- 2 MIBs (ASSG (1), plasma (1))
- 6 Mini-Spider Bots
- 2 Dobermans

BY THE SEA

Approximately 3000-3500 Skill Points

Primary Objectives

From the recently damaged MJ12 Ocean Lab, recover the schematic Gary Savage needs to complete a Universal Constructor.

Steal a mini-sub from the URV module submerged just offshore, then take it to the ocean lab.

Meet Gary Savage and Jock on top of the sub base's command module, just onshore.

Abort the launch of the nuclear missile.

Reprogram the missile to strike Area 51.

Go to the launch tube and make sure MJ12 does not sabotage the missile launch.

Meet Jock outside the silo.

Hostile Encounters

- 2 Military Bots
- 24 MJ12 Troops (ASRs, ASSGs, snipers, flames, GEP guns, knives)
- 7 MIBs (ASSGs, stealths, EMPs, LAMs)
- 4 Divers (LAM (1), Xbows)
- 4 Baby Karkians
- 1 Karkian
- 9 Greasels
- 8 Mini-Spider Bots
- 1 Spider Bot
- 3 Dobermans
- 2 Security Bots
- 3 MJ12 Commandos (MJ12 commando guns, MJ12 rocket launchers)

  Howard Strong (plasma, pistol, LAMs)

AREA 51

Approximately 1000-1500 Skill Points

Primary Objectives

Get past the blast doors north of the helipad.

Get access to the Area 51 Bunker.

Talk to Helios at the Aquinas Hub to gain access to Sector 4.

Secondary Objectives

Bring up the power to the elevator system in order to access Page's bunker below.

Gain Sector 2 access by talking to Morgan Everett at the Station 5 holographic communicator.

If You Choose to Merge with Helios AI
Deactivate the uplink locks on the Aquinas Router at the east end of Sector 4, thus allowing Helios to exchange information with your augmentations. Together with Helios, administrate the world with absolute knowledge and reason.

Return to the Sector 3 Aquinas Hub to merge with Helios and rule earth with *benevolence, wisdom, and absolute power.*

If You Choose to Join the Illuminati
Kill Bob Page and clear the way for the former Illuminati leaders to restore an age-old secret government. Rule the world with compassion and an invisible hand alongside Morgan Everett.

Bring down the four blue-fusion reactors in Page's bunker then go to the infusion control room on the upper level to cut all power to his defense systems.

If You Choose the New Dark Age
First go to the coolant control room at the northwest corner of Sector 4 and cut off coolant to the reactors, then return to the reactor lab in Sector 3 to finish the job. Destroying the global communications hub will plunge the world into another dark age — dark but perhaps free from global tyranny.

Return to the reactor lab in Sector 3 to initiate a meltdown and destroy Area 51's global communications hub.

Go to the reactor control room. Activate the three ion injectors, then initiate the antimatter-matter reaction. Run.

Hostile Encounters

- 8 Security Bots
- 9 MJ12 Commandos (MJ12 commando guns, MJ12 rocket launchers)
- 4 MIBs (plasma (1), ASSGs, ASRs)
- 4 Mini-Spider Bots
- 17 MJ12 Troops (GEP guns (2), snipers (3), SOSG (1), ASRs, LAMs, knives)
- Walton Simons (plasma, Dragon *sword, LAMs)*
- 3 Baby Karkians
- 5 Greasels
- 1 WIB (SOSG)
- 6 Grays
- 1 Karkian
- 1 Spider Bot

Universal Constructors
Upper level, Mini-Spider Bots (limit 2 at once)

Middle level, Grays (limit 3 at once)

Lower level, Karkians (limit 3 at once) and Greasels (limit 4 at once)

This walkthrough has been assembled with the following priorities in mind.

1. **Thoroughness.** If we don't actually mention everything in the game, we try to bring you into sight of it. This includes secrets and any neat atmospheric touches.
2. **Efficiency.** We try to take you through in a manner that wastes no resources.
3. **Safety.** We try to avoid unnecessary risks and traps.

This is just one way to get through the game, but we also try to mention all of the really important alternatives.

Rescue the Lady

ON THE DOCK

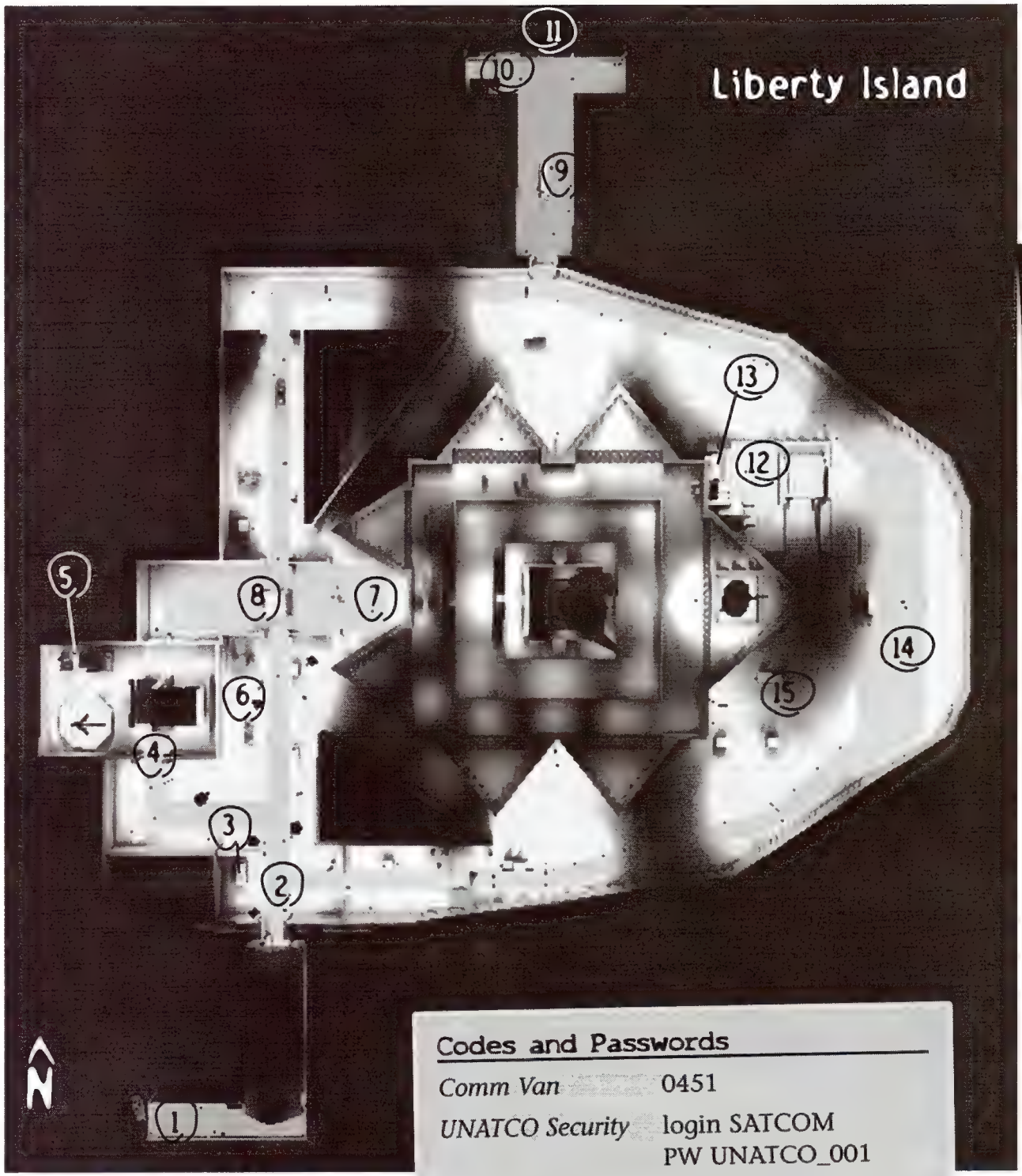
Your first mission begins on the dock of Liberty Island (1). After Paul gives you your briefing, you face your first crucial choice of the game ... which extra weapon to accept. Don't take the crossbow. It's a great weapon but it's a sucker deal – you can pick one up just a few minutes later. The GEP gun is awkward and inconveniently large, but if you're seriously into making things go "boom," this is your best chance for a very long time. The most practical choice, however, is probably the sniper rifle, which is conveniently sized and expands your tactical options (although one *is* available elsewhere in this mission). When Paul finishes your briefing, talk to him twice more, to find out more about your past.

Grab the crowbar and clean out everything on the dock. There are also two supply crates floating under the dock that are worth swimming for.

The action starts when you head up the stairs onto the lawn. There are two NSF sentries waiting just past the large plaque (2). Your best bet is to squeeze off a quick shot or two at them, to get their attention, then immediately run back to the dock. They'll probably pursue, which will allow the sentry bot and Paul to take care of them in short order (do *not* stand between the NSF troops and the sentry bot).

Once the first posting is out of the way, crouch and make a more stealthy approach. Grab the goodies off the fallen UNATCO troops, then pick up the small crate and use it to climb up onto the utility bunker (3) and get the gas grenade in the crate. Behind the panel with the green lettering at the base of the bunker is a working medbot, which you can use if you get into serious trouble between here and the north dock. If you don't need the medbot, don't waste the lockpick getting to it.

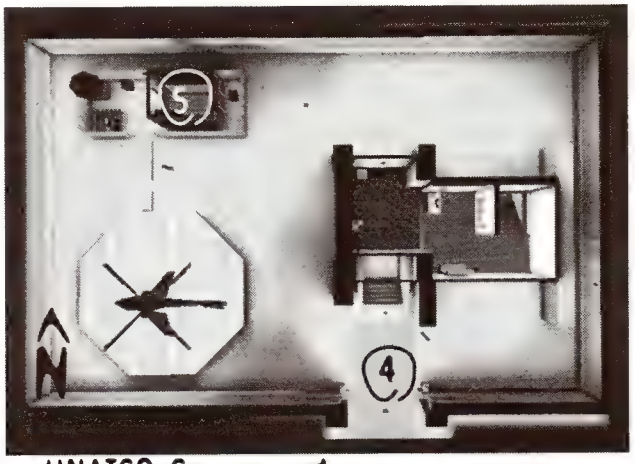
Next slip around the wall to the west and head for the UNATCO compound (4), which is still under friendly control. Talk to Tech Sergeant Kaplan guarding the gate. If you talk tough ("I can't speak for command, but I'm gonna clean the place out."), he'll



Codes and Passwords

Comm Van	0451
UNATCO Security	login SATCOM PW UNATCO_001
Statue Security	login NSF001 PW SMASHTHESTATE

give you the code for the comm van (0451). He'll also offer to sell you some ordnance. Inside the comm van you can pick up the UNATCO security code. Using this code at the panel in the van (5) will allow you to open the trap door just outside, where an EMP grenade waits in a supply crate.



UNATCO Compound

Now you can finish clearing out the sentries on the southern approach. The one nearest the statue (6) is guarding a small cache of goodies, including the security computer code (Login NSF001, password smashthestate) for the statue. The security code is the big prize here. The best way to take out sentries in open terrain is to run up behind them (the "behind" part is vital) in stealth mode, and either stick a prod in the small of their backs or take them out with a quick head shot. This is where your riot prod can really come into its own.

Things to buy

Tech. Sgt. Kaplan	
Scope (weapon mod)	700
10mm ammo	200
Tranquilizer darts	60

Important Items & Secrets

- Floating crates under south docks (biocell and multitool)
- Medbot in bunker near stairs to dock
- Comm van & trapdoor in UNATCO compound
- Datacube with NSF security code, on supply bunker near entrance to statue
- Locked box in hut in front of statue entrance

Crossing in front of the statue entrance (7) is a bit tricky, thanks to the small security bot guarding it. The important thing is to stay behind it. You can either take it out with your EMP grenade, or just avoid it. Likewise, you can take out the three live sentries in the area or just sneak past. If you take them out, try to do it quietly, so they don't have a chance to gang up on you.

The dark hut in front of the entrance (8) holds a locked box with some useful items, notably 30.06 ammo. You probably don't have the lockpicks for this right now, but if you chose a sniper rifle it's well worth coming back for.

THE INFORMANT

Your next stop is Harley Filben's shack on the North Docks. (You don't have to talk to Filben to finish the mission, so you can skip him if you want.)

Once you get past the sentries on the north approach to the statue, your way is clear to the dock area. The sentry bot patrolling the wall (just east of the north dock) is on your side, so don't worry about it (the NSF decided it was easier to avoid it than to take it out).

On the dock itself, two more guards (9) stand between you and Filben. If you want to take them out in spectacular fashion, hide in the southwest corner and blow up the small TNT crate when the NSF agent is in range (although you might want to save that crate for a minute). Or you can climb up to the top of the stack of crates on the south end, when the NSF agent is on the opposite side, and pick off both targets easily from ambush.

When you meet Filben (10), be conciliatory ("You can trust me,") and he'll give you the key to the entrance to the statue.

Things to Buy

Drifter Woman	
30.06 clip	300
10mm ammo	175
Darts	50

In the hut with Filben is a female drifter who also occasionally works for the NSF. She offers to sell you some NSF-issued ammo. If you have the sniper rifle, the 30.06 clip is definitely worth the price.

Just off the dock (11) is a sunken barge that contains some nifty stuff (a sawed-off shotgun and two weapon mods). You can swim down and pick the trap door to get to the goodies, or you can grab the TNT crate near where the guards were stationed, throw it out into the water over the hatch (it floats) and shoot it, blowing the hatch. This is a fairly challenging swim at your current power level, so don't try to do more than one thing at a time (swim down, pick the lock, swim up for air, swim down, open the door, swim up for air, swim down get a goodie, etc.). Otherwise, expect some drowning damage.

Now move on to the big loading dock on the east side of the statue (12). The underground bunker is worth a visit. There are two guards, one on the perimeter and one in the bunker itself. After they're taken care of, grab the multi-tool from the top of the crate by the entrance (you won't be able to see it without your light) and the hazmat suit from its rack. The datacube near the forklift is your second chance to get the NSF security code.

There are several ways past the broken generator (13). The one that doesn't consume any resources is to hit the button on the back of the forklift, then quickly run around to the front, jump up on the fork and ride it up. Then you can jump safely to the top of the generator and get past the energy field. Beyond that is a skill bonus and two powerful weapon mods – a clip mod and a laser sight. Do *not* apply these mods to your pistol. Either put them immediately on your crossbow or sniper rifle, or save them until you receive your stealth pistol. You can use the small crate to jump up and over the generator to get out again.

The cluster of three NSF troops near the generator room (14) is a tough fight. Possible strategies include sneaking past them, using the gas grenade and the hazmat suit, or getting them to chase you into the sentry bot's line of fire (this option is rather risky, but fun). If you get them cleared away, you can find another concealed medbot under the bunker nearby (15).

Important Items & Secrets

- Shotgun and two weapon mods (accuracy and reload) in sunken barge off north dock
- 2 weapon mods (clip and laser) in underground generator room
- "Backdoor" access to statue at top of crates on loading dock
- Medbot in bunker past three sentries

Now you face a key choice, and to make it you need to know one thing about this mission ... you don't have to rescue Gunther (the captive UNATCO agent), you just have to capture the NSF commander. You can avoid the whole mob inside the statue's base by climbing up to the very top of the crates (12) on the loading dock and slipping over the wall. From there you can elect to just continue upwards and capture the commander. If you want to take this shortcut, go directly to **Final Approach** on p. 111.

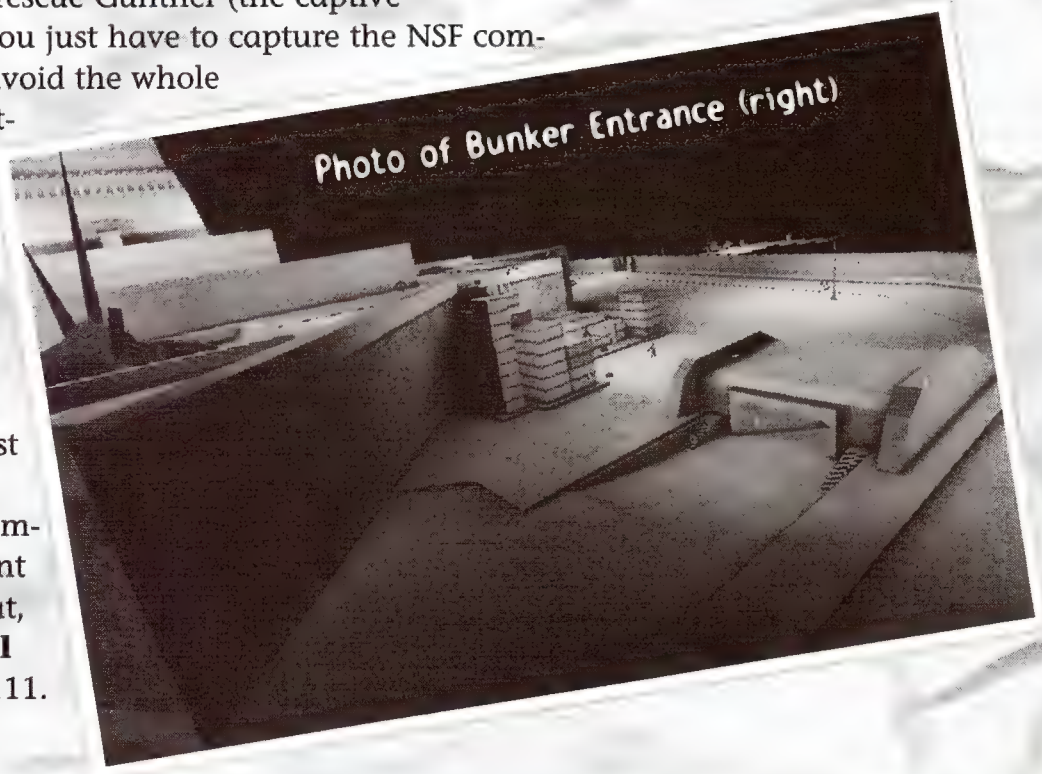


Photo of Bunker Entrance (right)

GUNTHER

If you decide to rescue Gunther personally (and remember, you don't have to in order to finish the mission), you basically have two approaches ... either go through the front door, or climb up the crates on the loading dock and go down.

If you go over the wall, you'll have to deal with the turret at the top of the stairs leading into the main room at the base. If you go through the front door, you can use the security panel (16) to disable the turrets and cameras the NSF has set up, and even to open the doors themselves (this is where you use the password you picked up a while back).

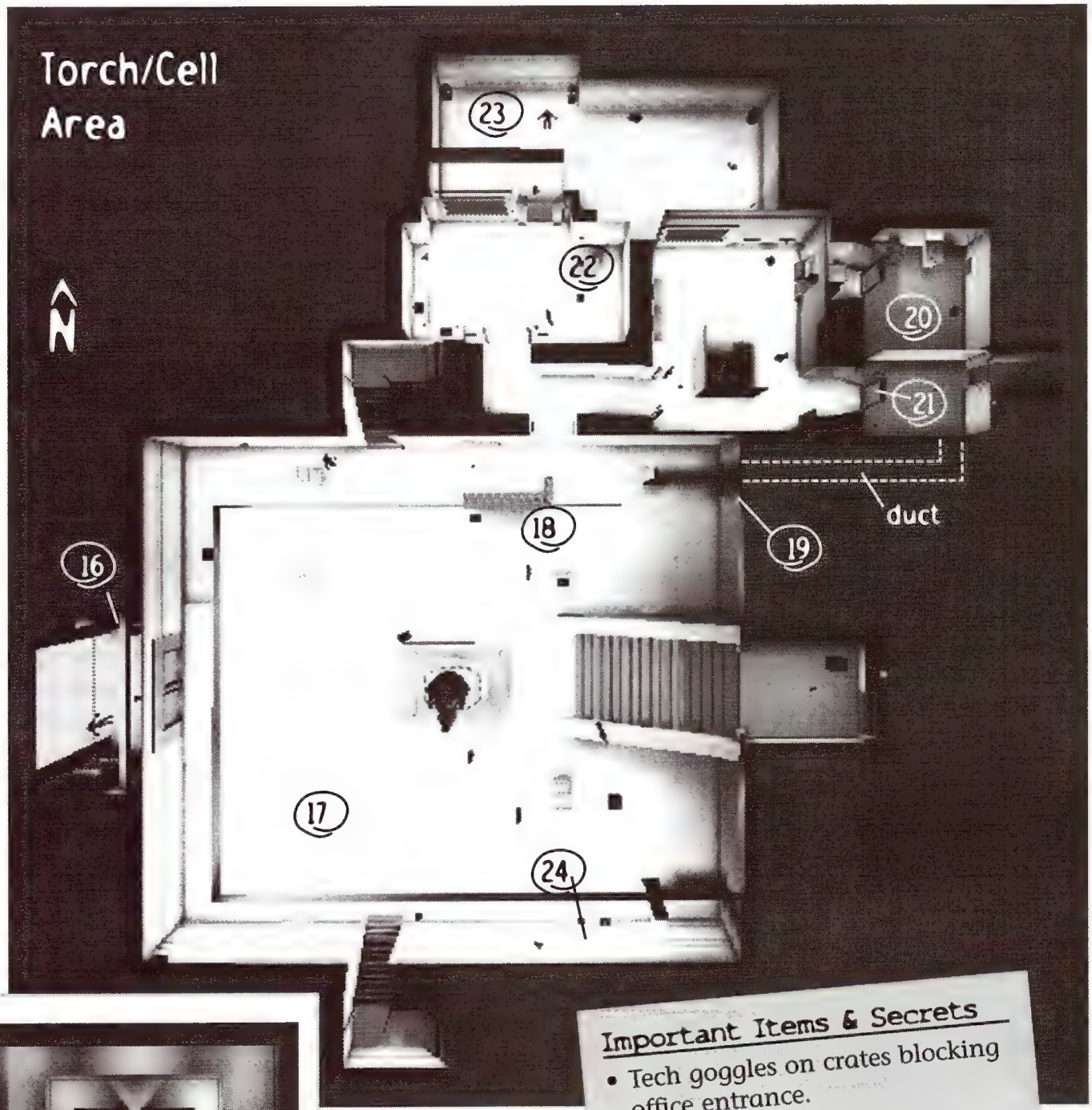
There's only one sentry on duty in the main room (17), but unless you take him out very quietly and quickly, he'll call a whole posse of friends to help him. Even if you take him out efficiently, he has a buddy upstairs on the balcony who can see what's going on and raise the alarm.

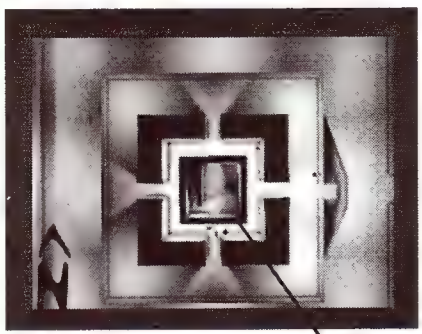
There are any number of ways to take this area, but if you need a suggestion try this ... while the sentry's back is turned, crouch and go up the stairs to the balcony. Sneak up on the single NSF agent up there and take him out, then collect his goodies. Sneak down the north stairs and gather the goodies on the desk (18), then creep over to the northeast corner and enter the ventilation duct (19). Grab the multitool in the first room. Go to the office (20) and grab the ATM code and the medkit, then go back to the wooden door (21) and either pick it or break it down. The tricky part will be taking out the three terrorists guarding Gunther, but you should be in good position to take out at least one or two from surprise.

Once the guards are all out of the way, grab the goodies (don't miss the LAM hidden under the counter, or the tech goggles on top of the crates blocking the door to the office). In the room just outside Gunther's cell, cross quickly to the northeast corner (behind the desk) to avoid the turret's line of fire, then turn the turret off and open the cell at the security panel (22). When you free Gunther (23), he'll ask to borrow your pistol. You don't have to give it to him, but if you do you can replace your weapon from a fallen NSF. Now you can take out the sentry in the main area at your leisure. Then you can hit the ATM (24) and try out your new code (assume the poor sap it belonged to couldn't take it with him).

Codes and Passwords

Statue Security	login NSF002 PW SMASHTHESTATE
Statue ATM	account 230023 PIN 4558

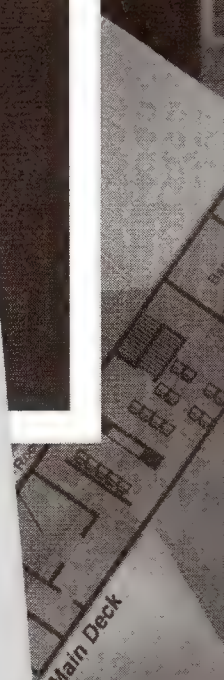




Statue, Floor 1

Important Items & Secrets

- Tech goggles on crates blocking office entrance.
- Loose pistol, either in office or on balcony.
- ATM code in office.
- LAMs on desk in main room, and under counter in guard-room.
- Weapon mod (Acc) on desk in guardroom.



FINAL APPROACH

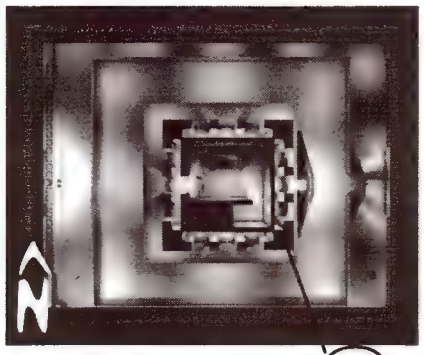
Whether you go up the stairs from the front door, or climb up the crates on the loading dock, there's no tactical reason to even bother with the outside guards on the upper level of the statue. (If you want to take them out for reasons of greed or sheer bloodthirstiness, that's your call.) The interior approach is much more efficient. If you go up the crates, you'll have to evade the exterior guards, but it's dark enough that this won't be difficult, if you're stealthy.

Important Items & Secrets

- Gas grenades on wall at foot of statue
- Augmentation canister in NSF command post (arms)

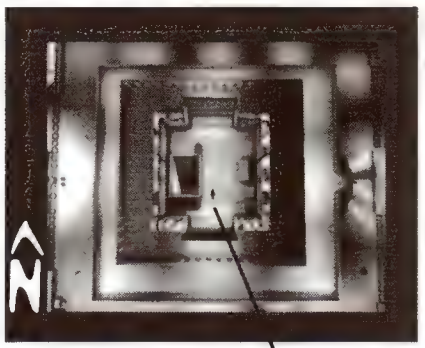
There's one interior guard on the second level. You can take him out by blowing up the TNT crate as he passes, but this will call down the terrorist and thug stationed upstairs. This is not necessarily a bad thing, as long as you're in position to ambush them, rather than the other way around.

When you get up to the little room at the feet of the statue itself (25), you'll find two guards waiting for you (assuming you didn't already take care of them by luring them downstairs with an explosion). They're standing right next to a barrel of toxic gas, which should suggest something right off. The other three entrances to the small chamber are guarded with gas grenade booby traps. Save your game, and grab the grenades – they'll come in handy, as will the practice disarming traps.



Statue, Floor 2 (26)

There are two more guards up a few more flights of steps (26). They should present little trouble, if you're careful. When you finally reach the NSF command post at the top of the statue (27), the commander will immediately surrender. Play the "good cop," ("Tell me about the shipment,") and talk to him repeatedly to get a handle on what makes the NSF tick. While you're interrogating the prisoner, a UNATCO trooper will stroll in and tell you that the island has been completely retaken; your mission is over. Grab the augmentation canister (arms: Microfibral Muscle on Combat Strength) and head for HQ.



Statue, Floor 3 (27)

Unless you're sure you got everything on your way up, this would be a good time to make a final "victory lap" around the statue. The UNATCO troops will have stripped all the NSF bodies, but any unopened crates or loose booty will still be lying around for the taking. If you're using the sniper rifle, this is a good time to go back to the hut in front of the entrance and pick the lock to the locker there.

DEBRIEFING

With the security threat ended, you can now report to UNATCO HQ. Anytime you visit HQ, do not be a good employee. Steal office supplies (anything useful you can stuff in your inventory). Hack every computer you can get your hands on (yes, you can hack into a computer while its owner is sitting right there watching you ... just one of the wonders of nano-tech). Hack the ATM.

First, head down to sickbay on level 3 (the lowest level) and talk to your old pal, Dr. Jaime Reyes (1). While you're there, install your first aug (if you haven't already) and grab the medical supply closet key, then visit the closet and pocket the medkits.

Next, check in with your tech, Alex, across the hall (2). Use a nano-tool to get into the closet. This room has the most important secret in HQ. There's a false floor with two entrances to a crawl space just past the counter to the right of the entrance (3). (Probably the hiding place of the thief you'll hear about various places.) These trap doors are invisible to the naked eye, but if you pass your cursor over them you can detect them. In the crawl space is a key to the two offices on level 1 (both of which contain goodies) and other useful equipment. Talk to Alex and check the datacube, which gives you Gunther's computer login. There's a locked closet in the office with Alex. You can get into it by picking the lock or the keypad (depending on whether you have more tools or picks), or you can hack into Alex's mail, which has the code (2001) in the header of a message. Or you can just enter the code, because we just told you what it was.

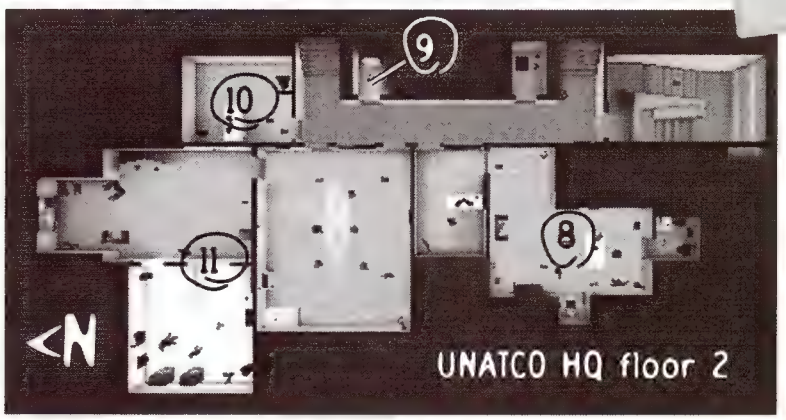
Next report to General Carter in the supply room (4). The (retired) general keeps his area locked down tight, so don't even try to break in. Just accept what he gives you. If you haven't already used them on your sniper rifle or crossbow, you can now use your weapon mods on your stealth pistol. Before heading upstairs, make a quick run through Gunther and Anna's office (5), and the lockup beyond it (6). (And if you decide to check out the ladies' room (7), expect to hear about it later.)

Now you're ready to report to Manderley (8). Grab the closet key off his secretary's desk on the way in. He'll give a cash bonus for the day's operation, and brief you on your next mission.

Before leaving HQ, finish cleaning it out, using the keys you collected. The furnace in the closet on level 2 (9) has a locked panel concealing a biocell. Don't forget to stop by your office (10) and check your e-mail. Next to your office is a dayroom (11) with vending machines and an ATM, as well as a locked cabinet full of crossbow ammo. (If you don't already have a couple candy bars or soy food packets in inventory, hit the vending machine for munchies ... they'll come in handy in the next mission.) Anna and Gunther are in here talking over vital security matters. You've been told to talk to

Codes and Passwords

Your login	ID JCD PW BIONICMAN
Gunther's Login	ID GHERMANN PW ZEITGEIST
Closet keycode (Alex's office)	2001



Important Items & Secrets

- Equipment in crawl space under computer room
- Various useful stuff in locked offices and closets

Anna and this is where you'll find her. The locked offices on level 1 (12) have some goodies that are worth grabbing. You should have the key to get in from the false floor in Alex's office.

Now head out to the docks (make sure you go to the South Docks, where you started) and click on the launch to go to New York.

On the Town

CASTLE CLINTON

When you arrive on the docks near Battery Park, you'll have a final confab with Anna before beginning the operation.

There are two basic approaches to Castle Clinton. You can burst in the front door, guns blazing, or you can find the "bolt-hole" and sneak in from the back. Both strategies have their ups and downs. The frontal assault puts you through a tough fight early on (although you'll have the support of Anna and her troops), but if you have some Computer skill you can hack security and do away with all turret and camera problems before they become problems. The rear approach allows you to work your way through the defenders with maximum discretion, but you'll have to avoid the automatic security. You also get the fun of showing up agent Navarre. For walkthrough purposes, we'll take the back way.

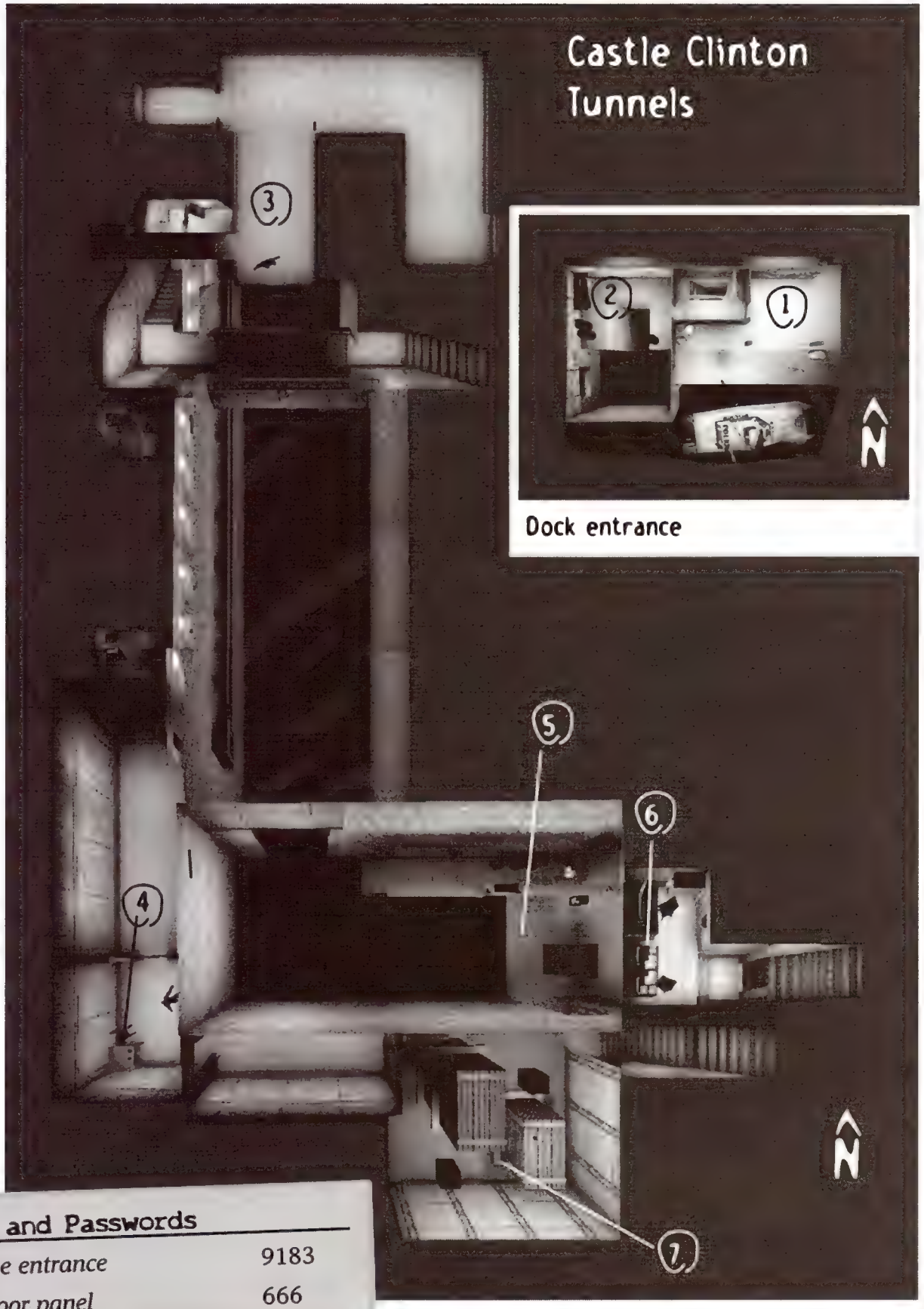
Bolt-hole

The bolt-hole entrance is behind the soda machine next to where you landed (1). The locked box on the wall conceals the keypad to get in. If you have a candy bar or package of soy food, you can save yourself a multitool by trading food to the urchin on the docks in exchange for the code.

The first room (with the water) is safe (2). Once you're finished there, crouch and start to sneak. There's a camera and turret at the bottom of the stairs (3), but if you're careful you can avoid being spotted. Work your way carefully downstairs, taking out the terrorists left to guard the stairs. One of them has a flamethrower, so watch out. As soon as possible, take to the ventilation ducts to avoid the security cameras.

Castle Clinton Tunnels

Dock entrance



Codes and Passwords

Bolt hole entrance	9183
Kiosk floor panel	666

When you get to the small office (4), wait for the final terrorist. He should have a key to the safe. When he's out of the way, make a dash for the Ambrosia (5). You should get an infolink message telling you you've completed the mission.

Now head upstairs to the control room (6). You'll have to either pick the door or blow it up with a LAM. In the safe is an augmentation canister (Torso 1: Aqualung or Environmental Resistance). This room has a security panel that you can hack to turn off the cameras and turrets. Once they're off, you can go down and clear out the room with the crates (7) (don't miss a couple of items ... including a credit chit ... that are hidden just above your eye level). If you hack the computer in the control room, you can open the doors in the Ambrosia room, which creates some ambush potential if you're coming in the front way.

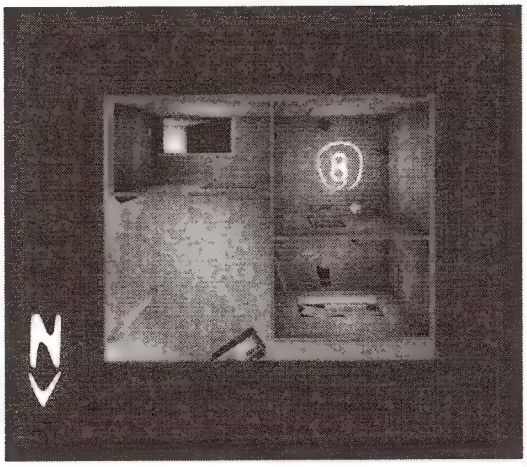
Important Items & Secrets

- Ambrosia on subterranean dock.
- Aug canister (torso) in safe.

Now you can head up to the surface. When you emerge into the hut at the top of the stairs, you'll meet a little boy who's hiding from the terrorists (8). He'll trade you some (not particularly useful) information for a snack. In this same room, you'll find a locked chest with a datacube and a biocell. And how convenient ... the datacube has the code to open the Kiosk underground door (666).

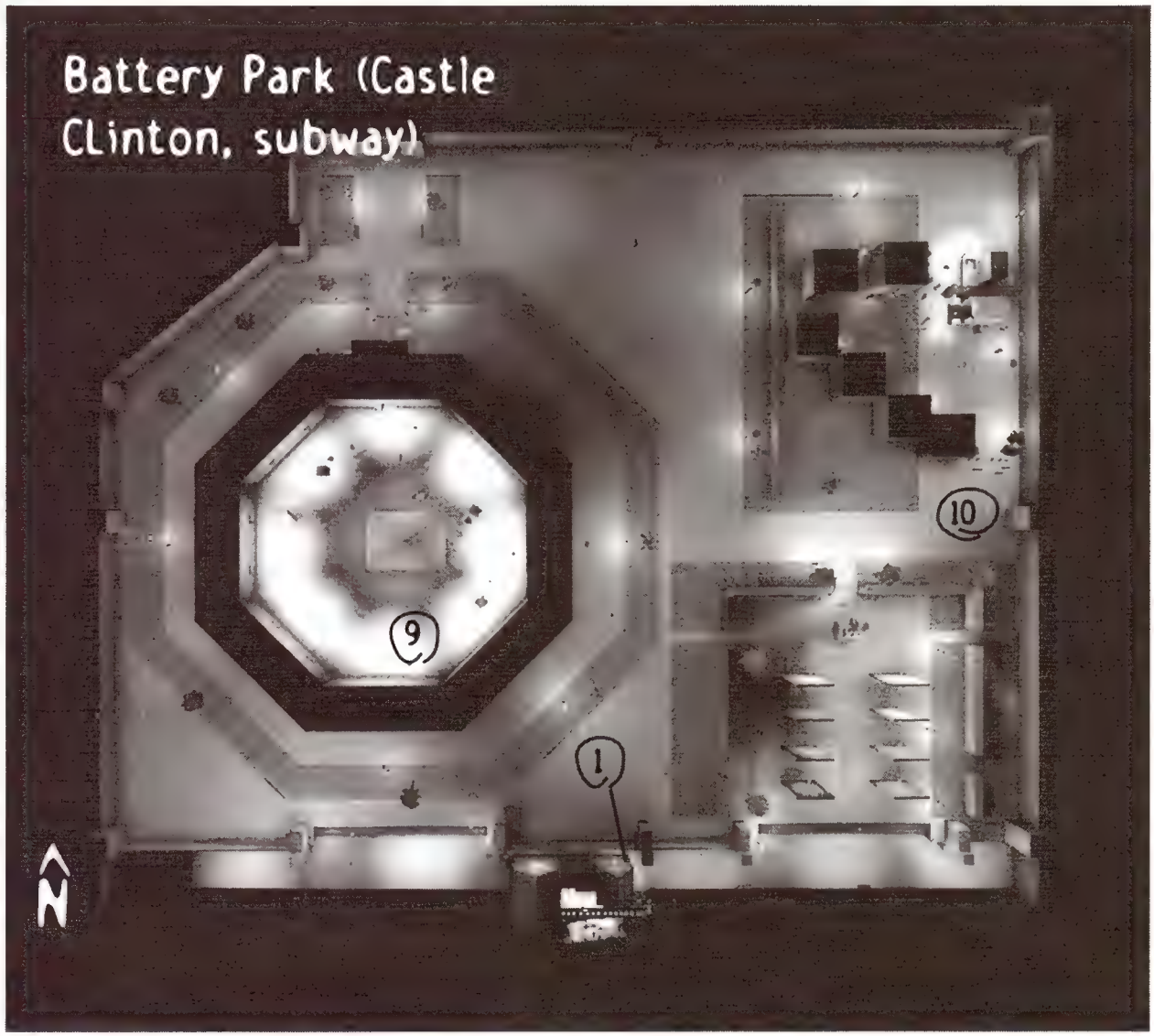
Now you just have to clear out the courtyard (9). The terrorists outside aren't expecting an attack from your direction, so if you shoot one from concealment they might well rush the front door ... straight into the arms of agent Navarre and her UNATCO agents. If that doesn't work, well you did find this flamethrower a minute ago ... or just make a dash straight out the main gate. The terrorists will follow you, and you'll have the help of Anna and the boys cleaning them up.

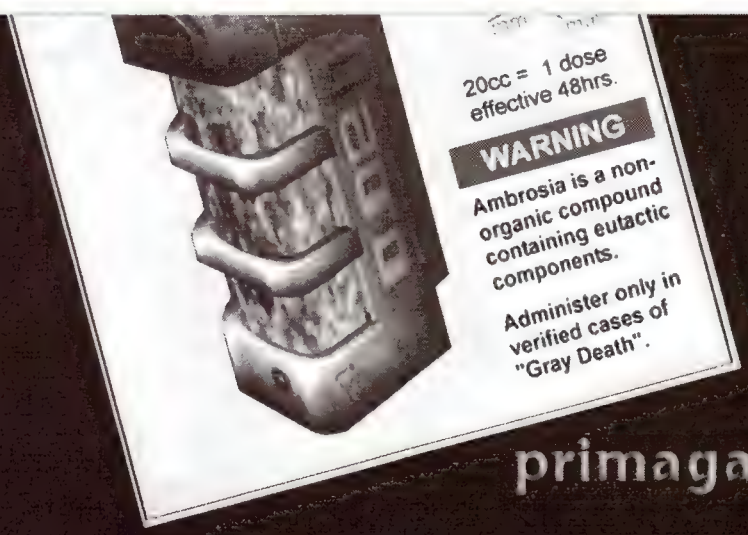
Afterwards, talk to Anna. She'll brief you on your next assignment. Be humble and friendly ("I'm learning as I go.") and she'll give you three EMP grenades; otherwise you just get one.



Bldg. above Castle Clinton tunnels

Battery Park (Castle Clinton, subway)




20cc = 1 dose
effective 48hrs.
WARNING
Ambrosia is a non-organic compound containing eutactic components.
Administer only in verified cases of "Gray Death".

HOSTAGE CRISIS

Your next assignment is to free a couple of hostages being held by the NSF in the subway station nearby (10). As you approach the station, a firefight will start between the NSF agents guarding the entrance and the UNATCO agents who have them pinned down. You can turn the tide of the fight in favor of the cops, but resist the temptation to take the brunt personally – stay back on the edge of the action and try to pick off stragglers. You'll be on the hotseat soon enough.

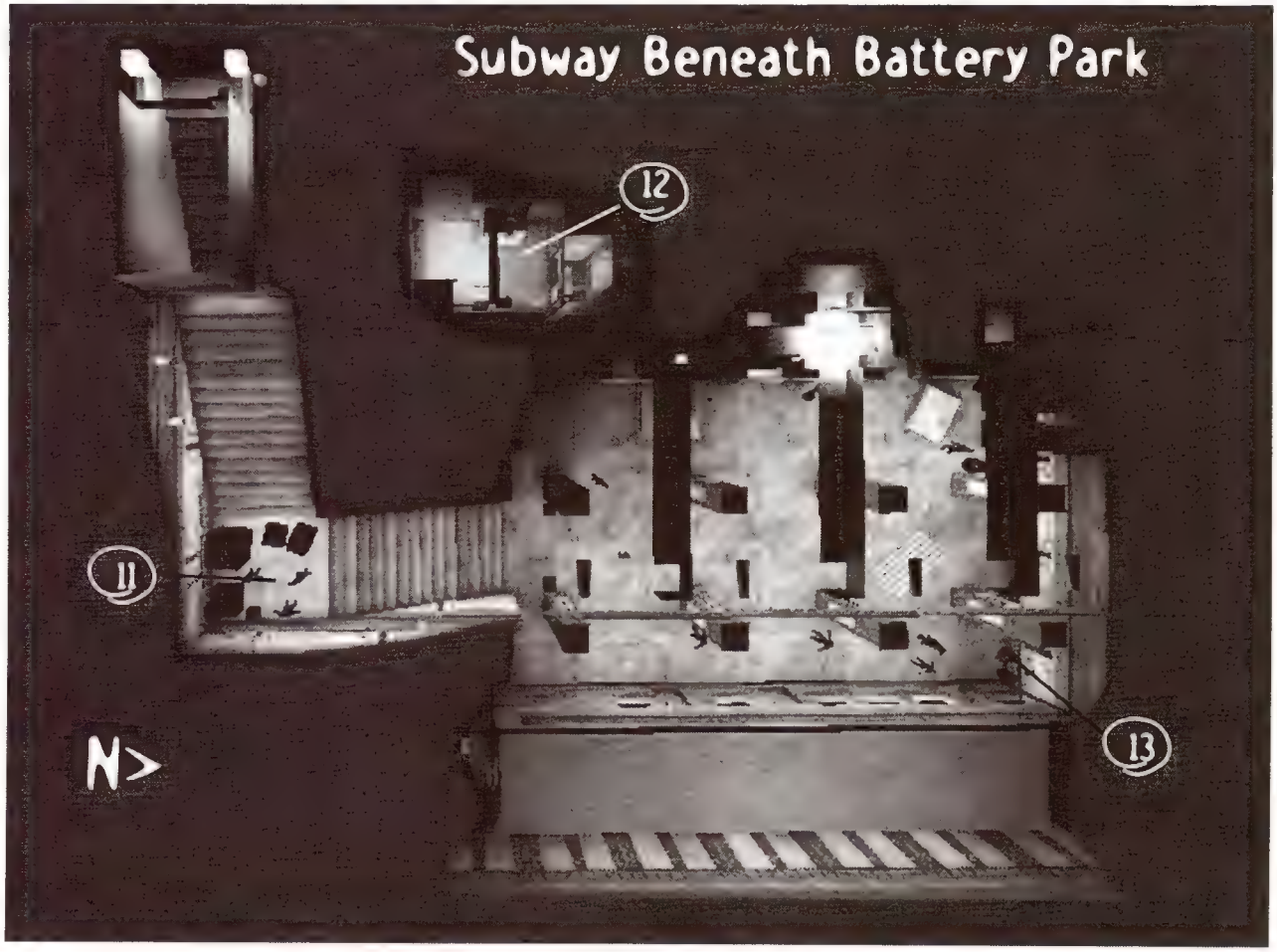
Once the shantytown that surrounds the subway entrance is clear of NSF, start your search of the shanties. The most interesting stuff is in the goody crates stacked between the shanties, but there are a few useful items inside.

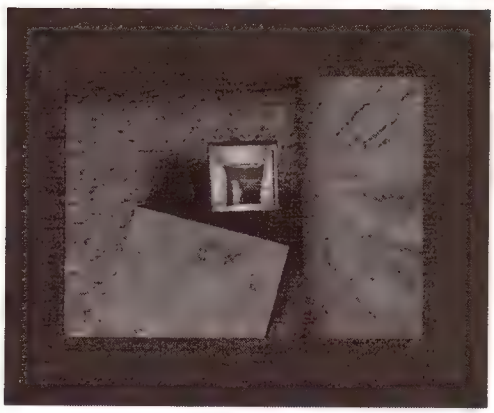
You'll find three ways to get down to the subway. The first is the frontal assault, past the guards behind the barricade (11). This will work best if you have some explosives you're willing to expend – trying to take this position in a firefight would be extremely brutal.

The other two ways are a large trapdoor next to the subway entrance, and a ventilation duct in the floor of one of the shanties. Both lead to the subway's air conditioning system (12). There are two levels of shafts — the upper leads to a string of ceiling grilles near the train, and the lower leads to a series of floor-level grilles along two walls of the station. It's possible to thin out the opposition significantly by just sniping from the ceiling grilles. Make sure to fire once or twice, then quickly pull back. If you stay right next to the grille the terrorists will get a bead on you. There's a series of TNT crates lined up near the train that you could shoot to take out much of the opposition, but remember that your first priority is to save the hostages ... blowing the TNT before they're in the train will take out both.

From the floor grilles, it's possible to get right up next to the corner where the hostages are being kept (13), stealthily take out any guards in the immediate area, talk to the hostages, open the train and slip away. You could even leave several of the terrorists alive, but deprived of their bargaining chips (this would probably mean letting some of the goodies stockpiled in the station go, but there's nothing indispensable there). Even if you want to clean out the place, it's still a good idea to open up the train and get the hostages safely inside as soon as possible. If nothing else, that opens up the possibility of using the TNT crates to your advantage. (If you don't use them offensively, pile them up by the laser triggers at the entrance and set them off to clear the way to the goodies by the barricades.)

Once you've rescued the hostages and finished any other cleanup you consider important, just step into the train itself to ride uptown.

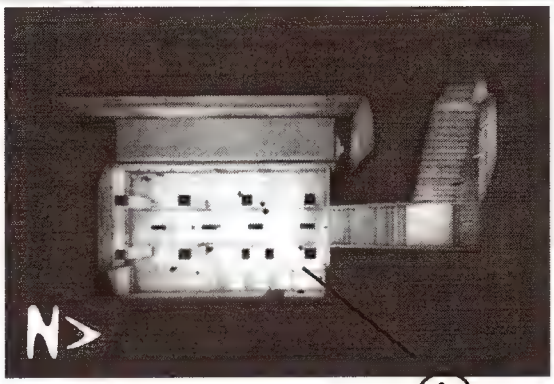




Tunnel ladder beneath shanty

UPTOWN

When you arrive in Hell's Kitchen, you find several frightened people hiding in the subway station (1). The police have instructed them to take refuge there. Don't forget to hit the ATM if you can hack it.



Subway station (1)

As you start up the stairs, Paul will meet you. He'll brief you on the next phase of your mission, and repeat his wishes to avoid bloodshed. Apparently you need to take out an NSF defensive shield generator, but first you need to figure out where it is. He'll also give you some ammo (non-lethal, natch) and the key to his hotel suite.

NOTE. *You can take the following actions (everything between here and "The Warehouse," p. 134), in pretty much any order you want. There are a couple of events (notably the thugs beating up the mole person, the battle in the park, and the hostage crisis in the 'Ton) that will activate as soon as you approach, and that may play out badly if you don't intervene. The point is that the order of events below is strictly up to you, even moreso than usual.*

On the surface, take a leisurely stroll through Hell's Kitchen. You'll get an infolink from Alex, advising you of a hostage situation at the Hilton. You can deal with that in time, however. For now, there are several goodies just lying around on the street, and also at least three encounters you'll want to have.

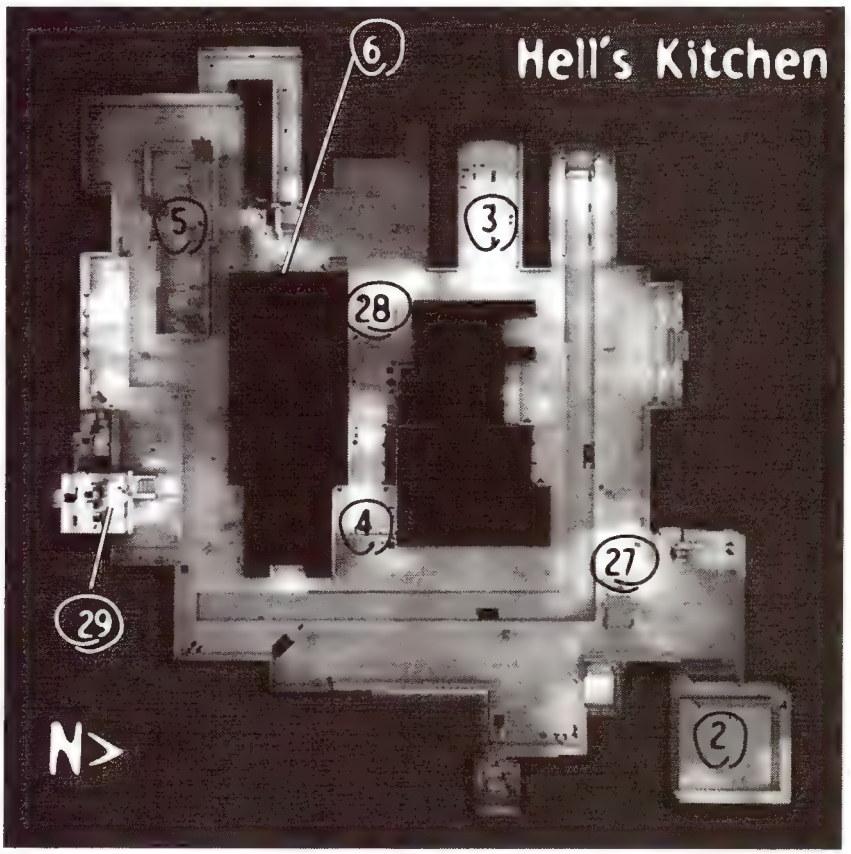
- **Rescue the mole person.** On the basketball court (2), there's a street person being harassed by a couple of NSF thugs. Take out the thugs, and their grateful victim will give you a password (Underworld) that will come in handy in the next mission.
- **Help out Sandra.** Sandra Renton, the neighborhood's soiled dove, is being harassed by her pimp (3). Run him off (you don't even have to get physical, just act tough and he'll turn tail), talk to Sandra twice, and she'll give you the password to the Smuggler's bunker (Bloodshot).
- **Talk to the disgruntled troopers.** A couple of UNATCO agents stationed near the entrance to the 'Ton (4) are disgusted with the non-lethal gas grenades that Paul issued them. If you talk to them, they'll gladly give them to you for free.

NOTE: *A quick reminder regarding passwords ... while numerical codes are actually entered by hand by you, the player, passwords are part of the conversation script. Just knowing what the password is from this walkthrough won't do you any good — you'll have to actually play through the encounter where you're given the password, so that the script you want will play at the right time.*

Important Items & Secrets

- Gas grenades from UNATCO troops near 'Ton.

When you come into view of the little park (5), from either direction, a pitched battle between the NSF and UNATCO agents will begin. As with other pitched battles, help out, but don't try to take the brunt of the combat all by yourself. Once the smoke clears, you'll probably be able to collect an assault rifle from one of the casualties, as well as the key to Osgood and Son's front door.



Codes and Passwords

Mole people password, from mole person near subway entrance	Underworld
Password for Smuggler's lair, from Sandra Renton	Bloodshot

Entrance to Smuggler's lair from basketball court

FREE CLINIC

There's a good chance you took some hits in the battle of the park. Fortunately, the Free Clinic is right there next door (6). Don't go in with a weapon showing, or you'll scare everybody away. On your way in, talk to the folks in the hall. Take some time to listen to the two old men, to find out more about the origins of the NSF. Talk to everybody inside — if you didn't already get the Smuggler's password ("Bloodshot") from Sandra Renton, you can get it from a bum here.

There's nothing free about the Free Clinic. Not for you, anyway. Don't buy anything from the doctor in the lobby; you can get a better deal. Go into the morgue/examining room (7), and help the doctor there calm down the irate patient (no need to get violent). The doctor will offer you a slightly better deal on treatment.

The surgery bay code is expensive, but probably worth the money. You'll be spending a good deal of time in this neighborhood, and a nice handy surgery bot will definitely be useful. Plus, you'll want to install that aug canister from Castle Clinton ASAP. (Of course, you can cheat and just use it as we tell you ... 2153.) There are also a couple of medkits in the cabinet in the examining room. The cabinet is locked, but you can break it open if you don't want to expend precious lockpicks (nobody will notice, they all have their own problems to think about).

The Surgery Bay (8) has two functional medbots, which is handy if you've already used one and don't want to wait for it to recharge.

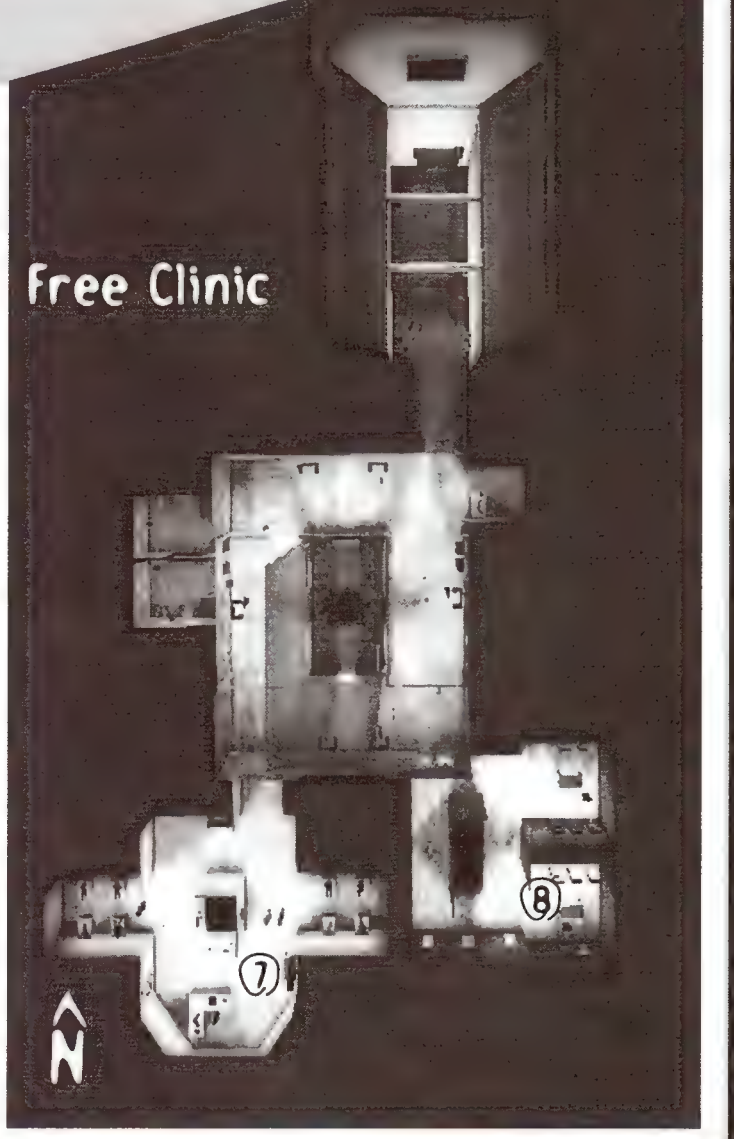
Things to Buy

Doctor (Lobby)	2000
Surgery Bay Code	300
Medkit	
Doctor (Examining Room, if you help with the angry patient)	1800
Surgery Bay Code	270
Medkit	

Codes and Passwords

Surgery Bay Code 2153

Free Clinic



Front door of free clinic

Important Items & Secrets

- Medical supplies in cabinet in examining room.

UNDERWORLD

Now would be a good time to visit the Underworld tavern. Notice that there are two ATMs near the front entrance (9) awaiting a hacker's attention.

Do not go into the Underworld with a weapon out! Jordan and Jock together can and will take you apart.

There's lots of beer, booze and junk food lying around that you can pick up and use for healing (however Jordan doesn't like it if you grab the goods behind the bar). Be prepared to wait awhile for the buzz to pass from any booze you drink.

Talk to everybody in the bar. You'll meet several people important to your future (Jock the chopper-jock and Joe Greene, tabloid reporter). If you already saved Sandra, she'll be here and you can find out more about her story. Sandra's "co-worker," Janie, will give you the code to the elevator (3316) that leads to the rooftop of Osgood and Son's warehouse. Ask Jordan the bartender about her augmentations.

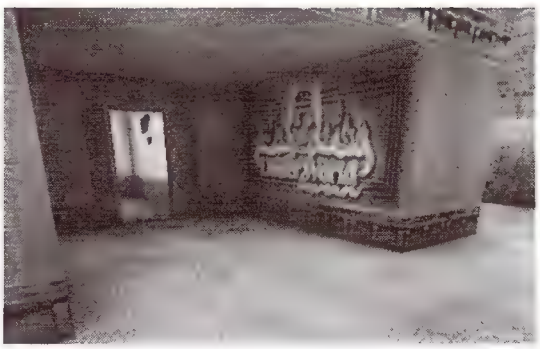
Things to Buy

Jordan Shea (Bartender)

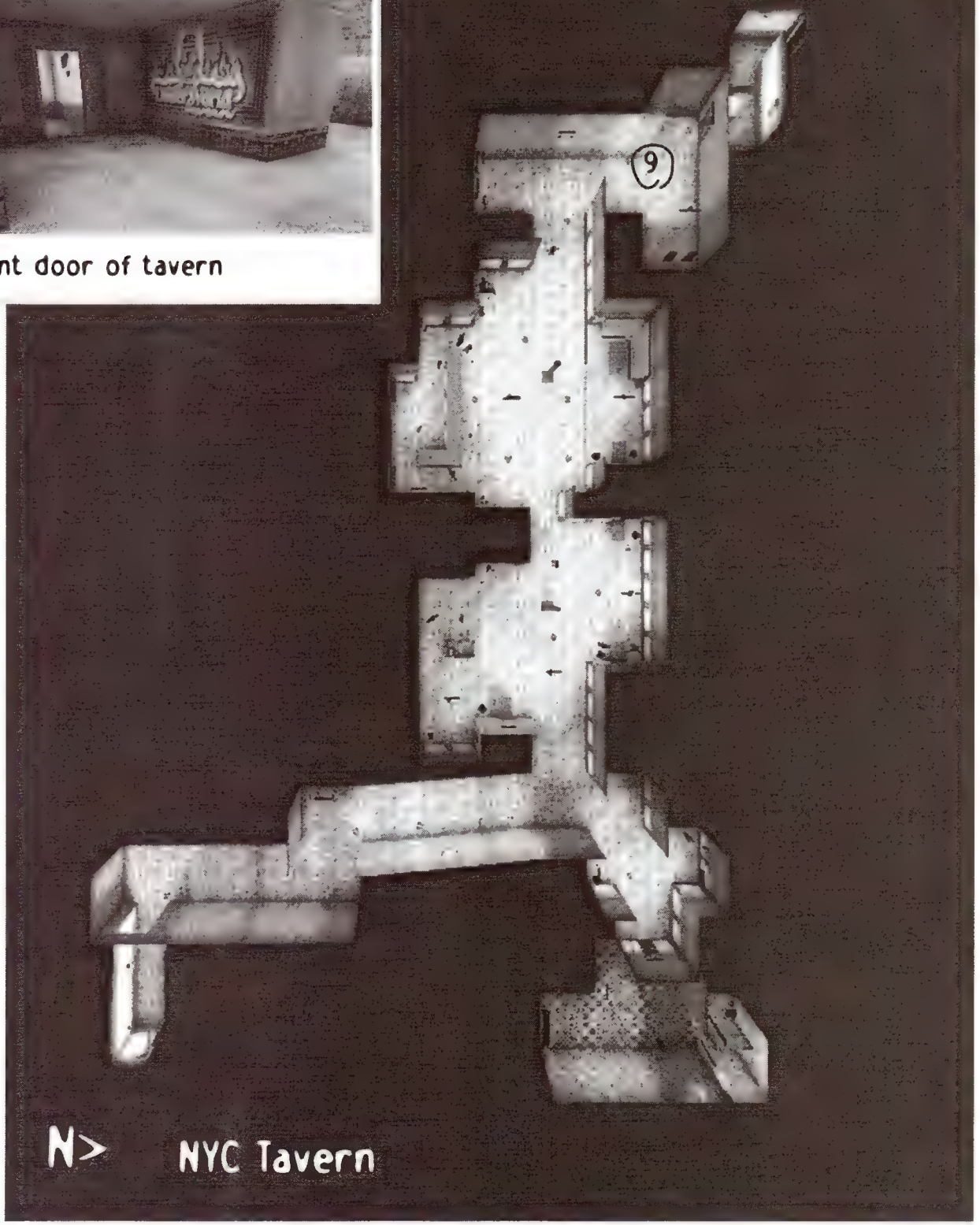
Beer, Soda or Candy	10

Codes and Passwords

Warehouse Code	3316



Front door of tavern



NYC Tavern

THE TON

There are two ways into the 'Ton. One is the front door (10). We're going to focus on the more interesting way.

In the wood fence near the two disgruntled troopers is a small hole. Slip through this hole into the alley behind the 'Ton. You'll see a fire escape ladder hanging down (11). You'll need a small crate to reach the ladder — fortunately there's one nearby.

Paul's spy room

A couple flights up, you'll come to an open window. This leads to your brother Paul's apartment (12). There's a medkit in the bathroom and food in the kitchenette, plus a message for you on the coffee table. The most important thing, however, is Paul's "spy room" (13), a secret closet containing his computer and lots of goodies.

The keypad to open the secret room is behind the picture on the wall. The code is 4321. Paul's also left you his net access code, so you can read his (somewhat troubling) e-mail.

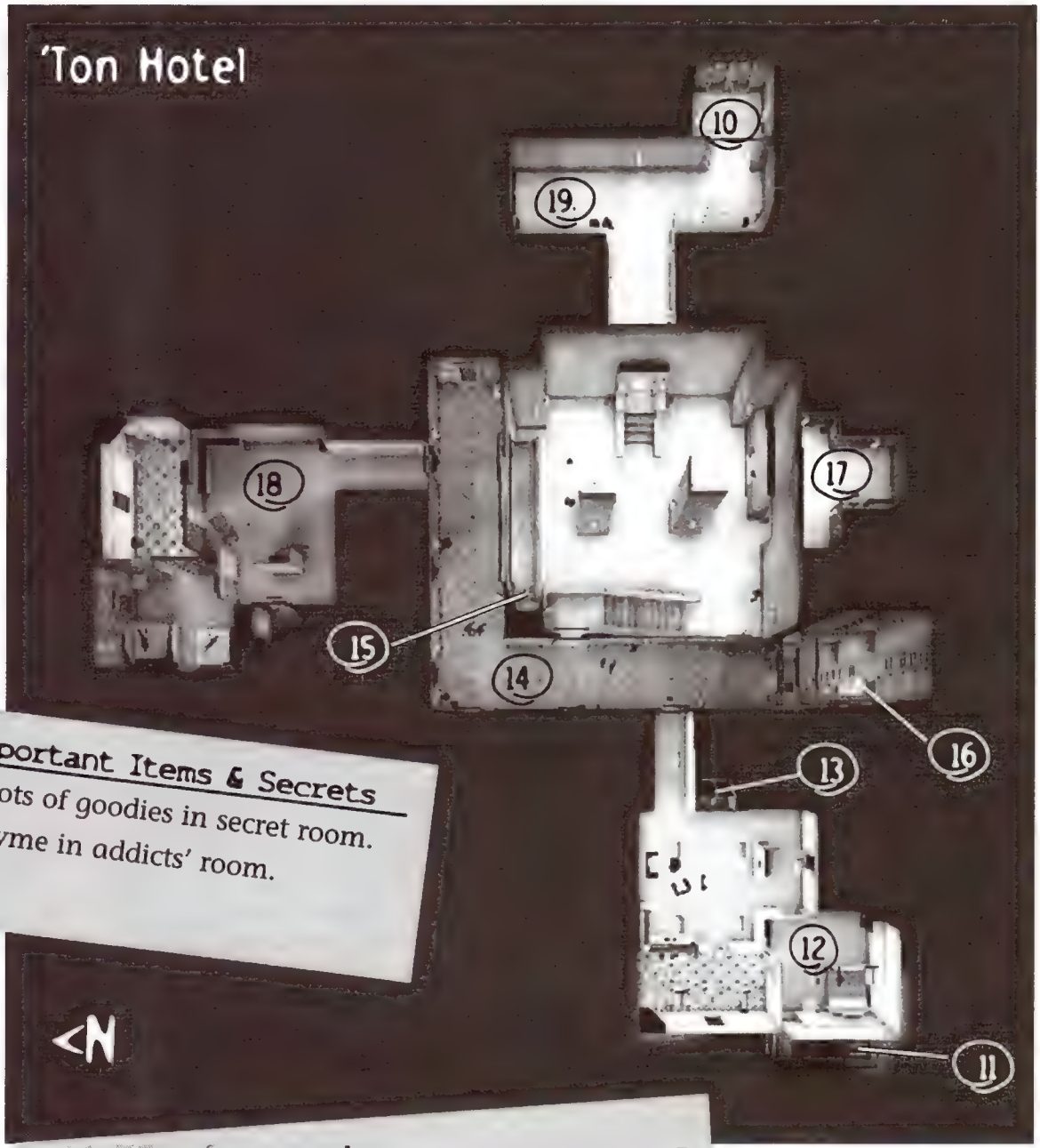
Once you've cleaned out the apartment, it's time to deal with those hostages (14). As you approach your front door, the terrorists will start to kill the hostages in the outer hall, so it's vital that you move quickly. Unlock the door, draw your weapon, open the door and immediately engage the terrorists. Only by maximum speed and efficiency can you hope to save both hostages.

On the balcony, behind a plant (15), is a message cube containing an ATM passcode (Login 543654, PIN 5544).

Go downstairs. You can use the stairway, or the shaft of the broken elevator (16). The elevator shaft also contains some goodies (make sure you check both below and above). In the first floor office (17) a third and final terrorist is holding the hotel manager (who also happens to be Sandra's father) at gunpoint. Rescue him, then collect the credit chit and the key in the office.

The key will open the one other accessible door on the second floor (it sounds like there's a party in the room at the top of the stairs, but you can't get to it). In the room you can open (18) you'll find a couple of addicts who OD'ed on the drug zyme. They've left a couple of unused vials of zyme behind ... these might come in handy in the next mission.

On your way out, you can hit the ATM machine (19) near the front door.



Important Items & Secrets

- Lots of goodies in secret room.
- Zyme in addicts' room.

Codes and Passwords

Paul's Spy Room Code	4321
Paul's Net Access	ID PDENTON PW CHAMELEON
ATM code	Login 543654 PIN 5544

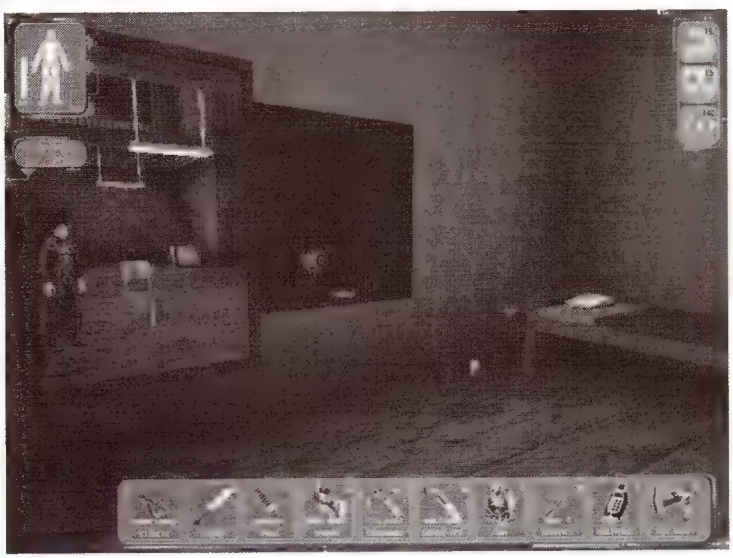
THE SMUGGLER

Now would be a good time to drop in on the Smuggler, Hell's Kitchen's friendly neighborhood "wacked-out paranoid," as Alex describes him when you arrive.

The entrance to the Smuggler's lair is just behind the subway station. Push the button and give the correct password ("Bloodshot"), and he'll let you in. Take the lift (20) down to an abandoned garage. There are a few goodies scattered about the place (but the area behind the chain-link fence is just there for show, you can't get to it).

If you trip the laser trigger (21), you'll have to fight the Smuggler's commercial security 'bot. It's far easier just to go over to the little hut in the corner (22) and jimmy the electric panel to turn off the laser (there's even a multitool already in the hut, for your convenience).

When you get to the Smuggler himself (23), you'll find out that his prices are on the high side. He'll offer you a deal, though ... his friend, a fellow named Ford Schick, is being held captive by some mysterious government thugs with a base in the sewers. If you can get Ford out, he'll drop his prices significantly (to 1/3 the original asking price). To help you in your task, he'll give you a key that will open the trap doors leading to the sewers.

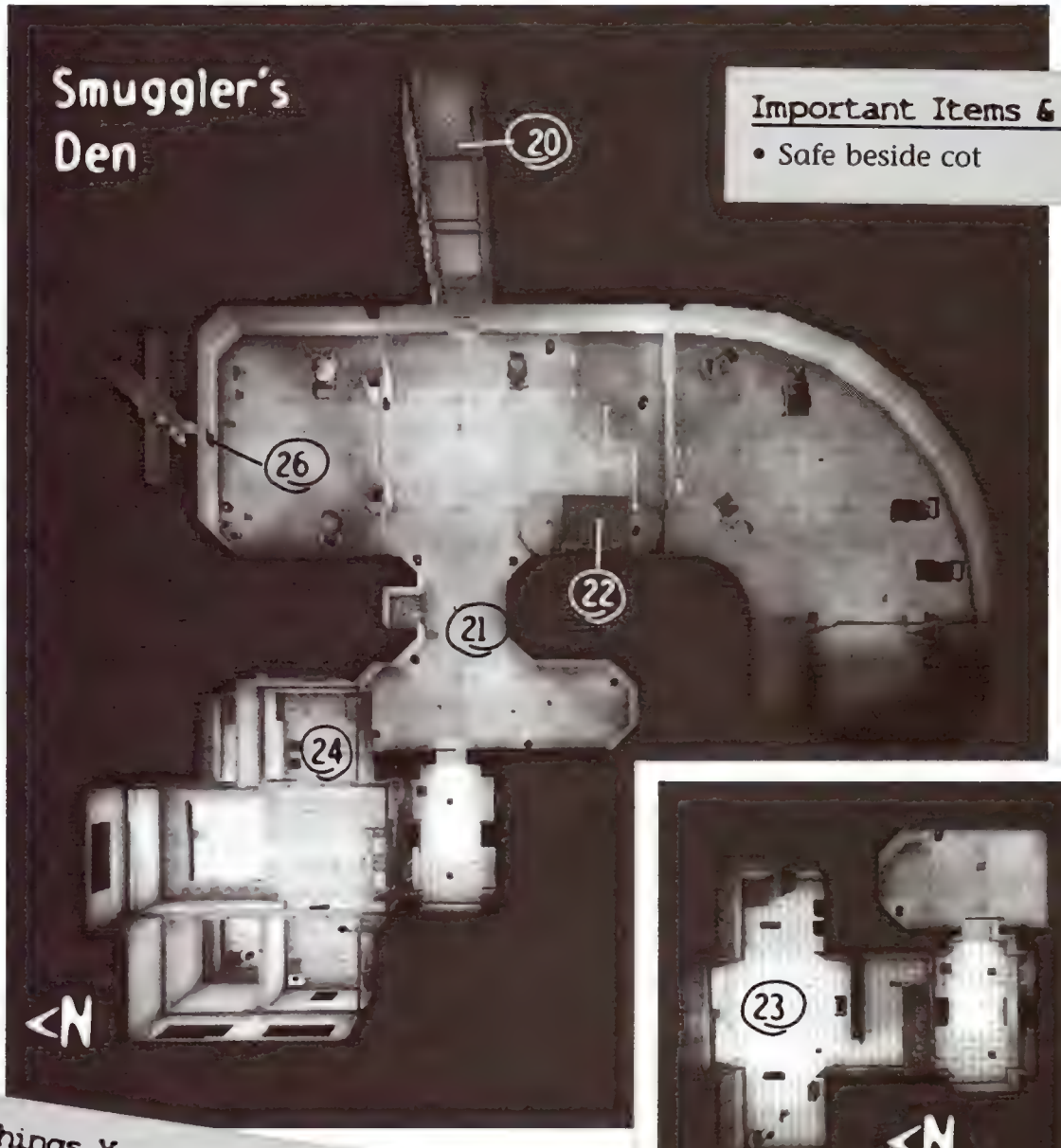


Smuggler's secret stash

Upstairs is the Smuggler's bedroom (24). There's a wall safe next to the cot, with a digital keypad on the wall behind the cot. If you don't mind larceny, you can lockpick your way into the safe and pick up some very useful stuff (including a clip mod, a medkit and some thermoptic camo). The Smuggler will not hold a grudge against you for raiding his toybox, nor does he mind if you pick up any of the various crated goodies lying around.

There is also a "back door" into the Smuggler's place, through the storage unit behind the basketball court (25, p. 121). The ladder back in the entry area (26) leads up to this exit.

Smuggler's Den



Important Items & Secrets

- Safe beside cot

Smuggler's den entry floor

Things You Can Buy

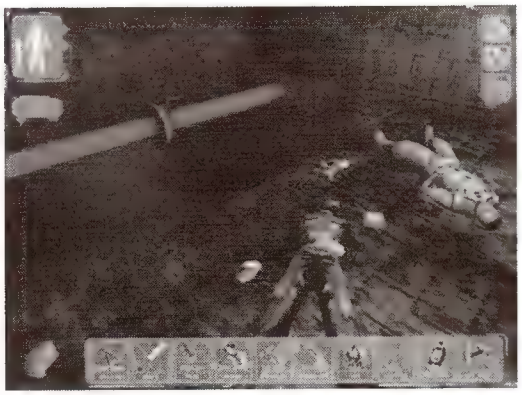
	Before Rescue	After Rescue
Scope	*2100*	*700*
Biocell	*750*	*250*
Tech goggles	*3375*	*1125*

MJ12?

There are two entrances to the sewers, both of which can be opened with your key from the Smuggler. Both have advantages and disadvantages.

The one nearest the subway (27, p. 121) involves a rather long trap gauntlet, but it allows you to gather information and resources that will be useful to you inside.

The one near the alley next to the 'Ton(28, p. 121) takes you directly into the middle of things. You'll miss a lot of tricky traps, but you'll be dropped directly into a fairly intense firefight, without some very useful intelligence.



The ledge

We'll assume you use the entrance by the subway, just because that's the most complete route through. Don't even try this route unless you have a few multitools ready. If you only have a couple multitools, you're probably better off taking the other entrance.

When you see a laser trigger, look around for the electric panel that deactivates it. Triggers that can't be deactivated can be avoided with a little careful maneuvering. Coming in from this entrance (1), you'll hit two panels right away.

You'll get to an "L" shaped intersection with a turret at the junction (2). The turret won't activate unless you trip a laser. At the far end of the "L" is a ledge (3) with a ladder going up (and if you did activate the turret, the ledge is out of its line of fire). Up on the ledge, you'll find two corpses, an NSF terrorist and someone in a uniform you haven't seen before. The one in the unfamiliar uniform has a lot of interesting stuff on him, including lockpicks, multitools and the door code (2167) to get into the base proper. (This code will work on most of the keypads in the base.)

Codes and Passwords

Entry code	2167
Base security code	Login MJ12 PW coupdetat
Computer login	ID JSTEWARD PW JS1357

New York Underground
1
2
3
4
5
6
7
8
9
10
11
Other entrance
N
Upper Deck
ON THE TOWN

To get into the base itself, go back to the junction and pick the lock on the box on the wall, then enter the door code. Go down the hall to a door behind a laser trigger you can crouch under. On the other side of the door is a hallway with a camera (4), directly opposite a security box partially concealed behind a crate. Hack the security box (or cheat, with the security code given on p. 130). (A third alternative is to wait until you actually discover the code, but that doesn't help you much now, does it?) It's difficult to do this without setting off an alarm, but the really important thing is to get into the security box.

You'll come to an entrance leading to a large, open pool (5). Above the pool are a ledge and a bridge, and on the bridge is a keen-eyed, short-tempered fellow with a sniper rifle. Get him before he gets you. Use your own sniper rifle, or possibly a tranq dart. It's a tricky shot, because the bridge provides him with partial cover.

A ladder leads up from the entry hall to the ledge. You'll note that the ledge has breaks in it. The bridge leads to an exit that goes to the second sewer entrance. There's another tunnel visible, but inaccessible from the ledge. The doorway to your left leads to a small ready room with a couple more troopers in it. In this ready room is a data cube containing the security code for the complex (Login MJ12, PW coupdetat). MJ12? Hmm. What's an MJ12?

Using the security code, you can go to the security panel near the ladder where you climbed up, and use its "Special Options" to rotate the bridge so it crosses over to the rest of the complex.

The pool below is toxic, but you can get across that way, by using your Environmental Resistance aug, or a Hazmat suit. There are a few goodies floating in the water, but nothing that's really worth the hassle. You can also see a few goodies sitting on the pipes that feed into the pool. You can jump down to them, but again there's nothing there to really justify the damage you'd take from the (literally) leg-breaking jumps. The only thing in the pool that's really worth going after is an Accuracy weapon mod on the lowest pipe. If you decide to go for it, you can get this either by jumping down from pipe to pipe, or by finding something to scramble up on from the pool.

Important Items & Secrets

- Dead MJ12 trooper on ledge outside base
- Accuracy weapon mod on pipe just above pool
- Armory in final area of base

Other than one final trooper at the entrance to the rest of the complex (6), you have nothing more to worry about as you go down the next couple of hallways (particularly if you've turned the cameras off already). When you get to the next keypad, you'll find a trooper just inside (7). Try to take him out as quickly and silently as possible. Inside is a landing with a security panel you can access (it's easy to sneak under the camera's line of sight to the security panel). It also has a great view of three toxic barrels on the floor below. A tricky tactic to try involves setting off an alarm, then immediately shooting open the barrels to soften up the guards on the floor below.

Beneath you is the final area of the complex. It includes a chemistry lab that contains your goal, Mr. Ford Schick (8). There is also a barracks (9) with a data pad giving you a computer login (LOGIN JSTEWARD, PW JS1357), and a computer that will reveal your first concrete data about the secret organization known as Majestic 12. There's a small flooded room that contains a few goody crates (10), and an armory (11) full of useful weapons and ammo (the armory door is the only keypad in the complex that doesn't respond to the 2167 code ... you'll have to break in).

On the way out, you'll get a chance to talk to Ford Schick for a moment. Otherwise your escape route should be clear. Don't forget to drop in on the Smuggler after his friend is safe.

Boat dock at Castle Clinton

THE WAREHOUSE

Now, at last, you should have everything you need to begin your assault on the NSF generator. That's why you're here, remember?

You should have talked to enough people to guess that the place to start is the Osgood & Sons warehouse (29, p. 121). You should have the code to get into the warehouse from the girl in the bar (3316). (Be careful opening the door — sometimes there's a stray terrorist waiting for you inside). There are a couple of goody crates inside, plus a locked closet that contains an augmentation upgrade canister.

After you pick up this stuff, you can move aside the large crate blocking the entrance to the warehouse. Or just go around to the base of the stairs, where there's a small window you can break and slip through. This window leads to a hallway (guarded by laser triggers that can be deactivated by hacking security panels) that goes to an elevator. The elevator takes you to the rooftops of the warehouse district.

(There's a completely different route in ... the terrorist who was in the warehouse — and remember, he sometimes slips out to join the street fight — has a key that will open a door that will take you to an alley near a sewer access that will lead directly to your objective. This is a good route for particularly sneaky players, but it's not for everyone.)

The roof you're on (1) is clear, but there's an NSF sniper on the one just above you (2). Either climb up the stairs to the landing (3) and snipe him when he comes into view, or climb the ladder and take him out up close.

From up here, you have a perfect sniper's nest. If you have a sniper rifle, prepare to have a blast (the NSF sniper has a couple boxes of ammo squirreled away in a corner). You can also do pretty well with a crossbow. Either way, clear as many of the troops below you as you can before you start down.

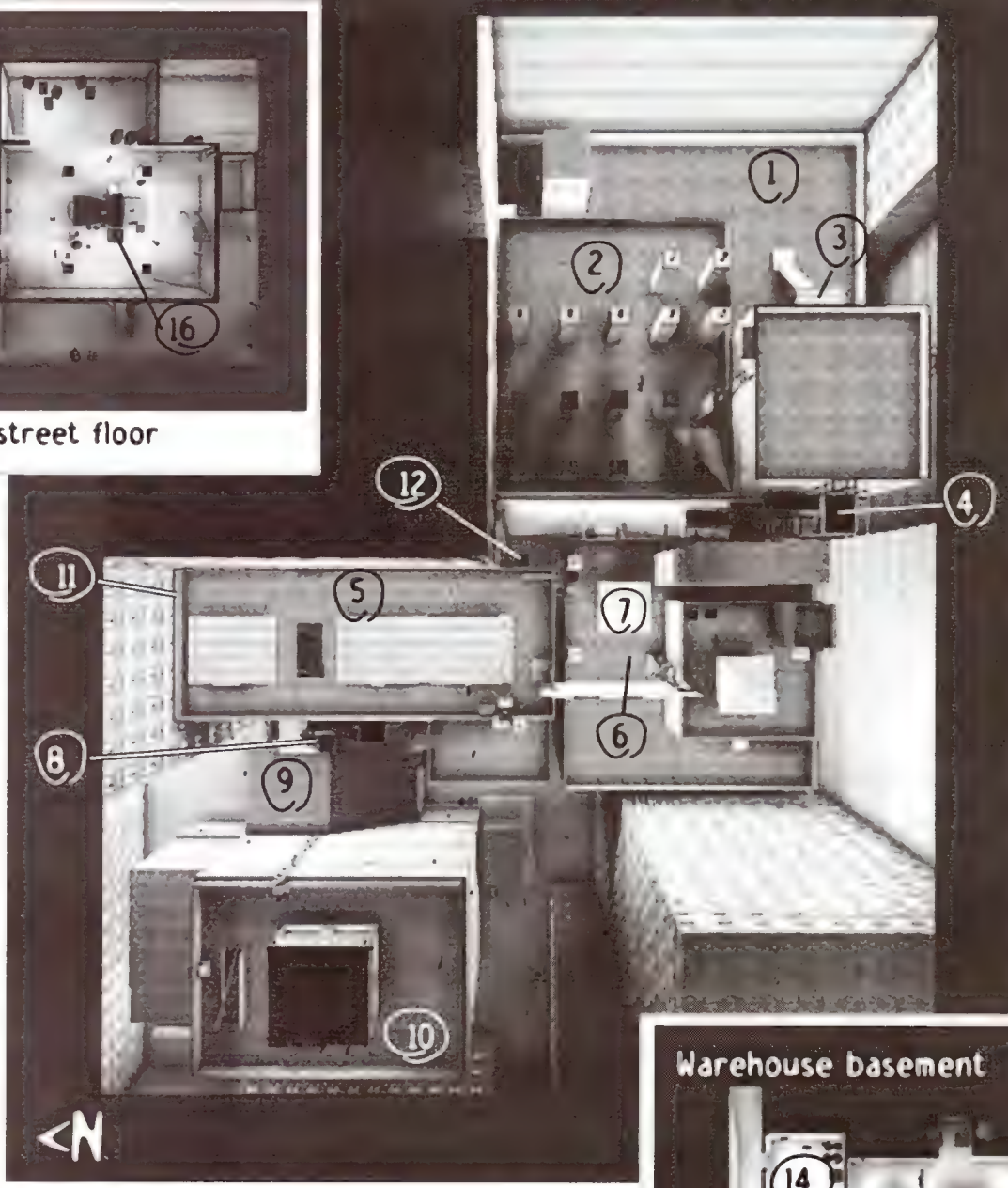
Now go back down to the elevator, then up the stairs and through the door. Go down the hall, break the window and enter the fire escape (4). Make your way down from rooftop to rooftop. The roof with the stained glass skylight (5) is a bit tricky to get to, but it's worth the effort. You have to climb up the ladder to the billboard (6), use the ledge to maneuver around to the opposite side of the board, then run across the catwalk to the roof. Once there, you'll find a datacube with the code to the basement office (9923).

Codes and Passwords

Osgood and Sons	3316
Basement office	9923
Basement ramp	2577

Warehouse street floor

Warehouse area



From the skylight roof, jump across to the hut roof (7), then to the roof proper. Shoot out the window, and run up the plank and across the gap. There are a few free goodies scattered about this ruined area. Once you've searched everything, break out the upper window and exit to the fire escape (8).

Continue down until you get to a sloping roof just above ground level (9). There are several guards and dogs below that you'll probably want to clear out (tranq darts work dandy here, as long as you keep your own head down). At this point you have a choice to make. You know that the generator is in the big building with the antennas on top. How will you get in? There are basically three ways, all tough.

- First, you can climb up the ladder to the building roof (10), and make your way down to the generator. This is probably the best way, tactically, since it gives you the advantage of height, but there are plenty of guards between you and your goal. Another big advantage is that it clears your escape route.
- Second, you can jump down, unlock the door (the NSF guard has the key) and just walk in. This is a very tough fight, particularly when you're trying to make your way up to the roof to escape. You can also go around to the cellar entrance and use the key code you found (2577) to get in that way. This is also a tough fight.
- Third, you can go into the alley (watch out for the LAM booby-traps) and find a grate (11) that leads to a sewer entrance. Frankly, the only thing to recommend this route is the small exploration bonus you get when you swim through the sewers, and you can come back and pick that up later.

Let's assume you took the rooftop entrance and fought your way down through the warehouse, eliminating all opposition. You are now in position to destroy the generator. First, however, there are a couple of places of interest that you probably should check out.

First is the aforementioned alley. The LAM booby traps are very annoying if you set them off, but if you can grab them for yourself they represent a significant boost to your firepower. Near the sewer entrance is a data pad which will give you the code to open the basement ramp (2577). While you're exploring the alley, you'll need to use at least one LAM to blow a fence that blocks your way. Watch out for a security panel that will allow you to shut down a berserk piece of machinery that's blocking your way with an electric arc. Watch out for the turret (12). On the opposite side of the alley is a little niche where the turret can't get you and the camera can't see you. From there, you can make your way under the camera, behind the turret and safely out of the alley.

The basement of the building is a heavily trapped, very dangerous place (but much less so if you clean out all the opposition before you enter). Look for an office (13) (key

code 9923). Inside is a safe containing an augmentation canister (legs, Speed or Run Silent), plus a key to the storeroom next door, a security panel that will allow you to turn off all those annoying cameras and turrets, and more LAMs.

The basement storage room (14) has a couple more goodies, but you'll have to enter the radioactive cloud that surrounds them to get it. Don't try this unless you either have Environmental Resistance on, or are wearing a Hazmat suit you don't mind losing.

Warehouse second floor

Once you've done all the exploring and looting you care to, you're ready to accomplish your mission. There's a computer on the second floor (15) that you can hack to shut down the generator. Or you can just blow it up. A LAM or two will work fine, but the easiest way is to shoot one of the explosive barrels on the ground floor (16) until it blows. (Shooting from an upper balcony is safest.)

NSF generator

Now you're ready to head back. A helicopter lands on the roof and disgorges Gunther, who's ready to relieve you. Make your way back to the roof and head for base.

Important Items & Secrets

- Augmentation upgrade canister in Osgood & Sons closet
- Lots of LAMs (some booby-trapped) in alley
- Augmentation canister (legs) in safe in basement of NSF HQ

The Lebedev Sanction

HQ

When you arrive back at HQ, you're greeted by a pair of MIBs coming out of the complex to catch Jock's air-taxi back to the mainland. They tell you that "Mr. Simons will be conducting the interrogation."

When you check your mail, you find an ominous message from Paul, advising you to "be careful" around everyone. He also gives you Manderley's computer password (knight_killer) and advises you to hack his e-mail.

In Manderley's office, you have to wait while he finishes a conversation with the mysterious Mr. Simons. If you stand near the door, you'll be able to eavesdrop on their conversation. Sounds like Paul is in trouble. When Simons leaves, you can go in for your debriefing from Manderley, an impatient Anna right at your heels. After the briefing, hang around and hack Manderley's computer. Yep, Paul is in serious trouble! In the meantime, Anna and Manderley are talking about you. Anna wants you to assassinate somebody named Lebedev, as sort of a post-graduate examination. Manderley is intrigued by the idea.

Go ahead and make your rounds of the rest of the complex, cleaning things out as you go. Jaime's busy with a couple of patients. As for Carter, if you were too gung-ho in the last mission, it will annoy Carter enough that he'll refuse to issue you any ammo. (He will give you an assault rifle, if you need one, an Accuracy weapon mod, and a couple of multitools.)

Down in the lockup, Simons is conducting his interrogation. You can eavesdrop, and the conversation is extremely interesting, but you won't make any brownie points with Simons by defying his orders.

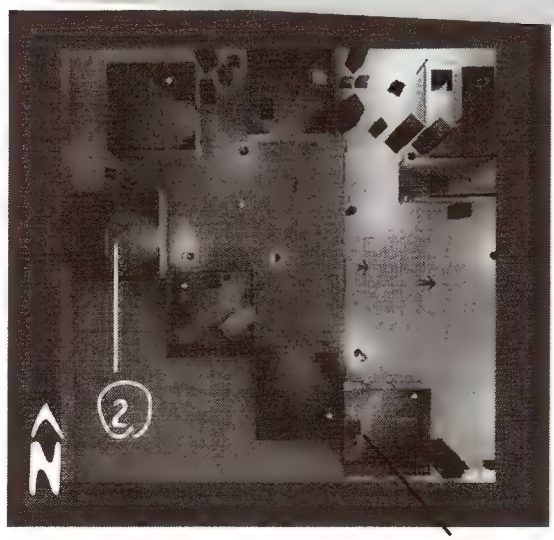
Once you're healed up and restocked, head out for the chopper. The MIBs are back from their errand, and they make Simons' displeasure apparent. If you drop by the comm van, you'll find a repair bot at work on the security panel, and you can use it to replenish your energy reserves.

Going Down

Jock drops you off in the familiar environs of Battery Park. There are a few goodies scattered around Castle Clinton and the shantytown. In one of the shanties (1) is a locked box containing the code for the entrance to the tunnels (6653) and a PS20. If you got the Mole People password back in Hell's Kitchen, you can get the code just by talking to a bum in another shanty (2).

Important Items & Secrets

- PS20 in locked box in shanty



Battery Park shanties

Down in the subway, your old pal Harley Filben is waiting to sell you the password for cr 500. If you already have it, you get to tell him to go jump in the lake. Talk to him twice, to find out more about Lebedev.

Now you can go to the phone booth and punch the code in on the keypad. You'll be conveyed down to the secret tunnels below, just like the start of *Get Smart*.

After a short passage through a tunnel, you emerge into the abandoned (well, *officially* abandoned) Brooklyn Bridge subway station.

The guy in the northeast corner is Charlie Fann, the gatekeeper for the Mole People. He gives you a mission, to blow the debris (3, p. 140) blocking access to the pipes that control the Mole colony's water supply and restore the flow. In return, he'll tell you how to get to their tunnels.

To blow the blockage, you'll need a LAM (or a LAW, or a GEP gun). If you don't already have one, you'll need to get one.

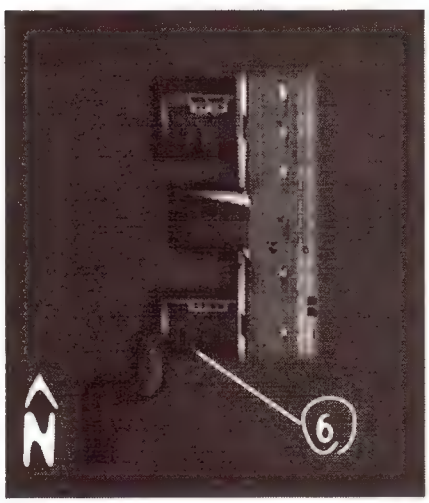
Codes and Passwords

Brooklyn Bridge Station Entrance	6653
Mole People Entrance	5482

The fellow in the southeast corner of the station (4) is a drug dealer named Rock. If you just walk over and talk to him, he'll get violent when you press him for information about the Mole People. Make things easy on yourself and kill him. Don't knock him out, just kill him.

Now you can go around and talk to everybody else in the station. Upstairs, a gang called the Rooks has set up headquarters. Their leader, El Rey, can be found at the

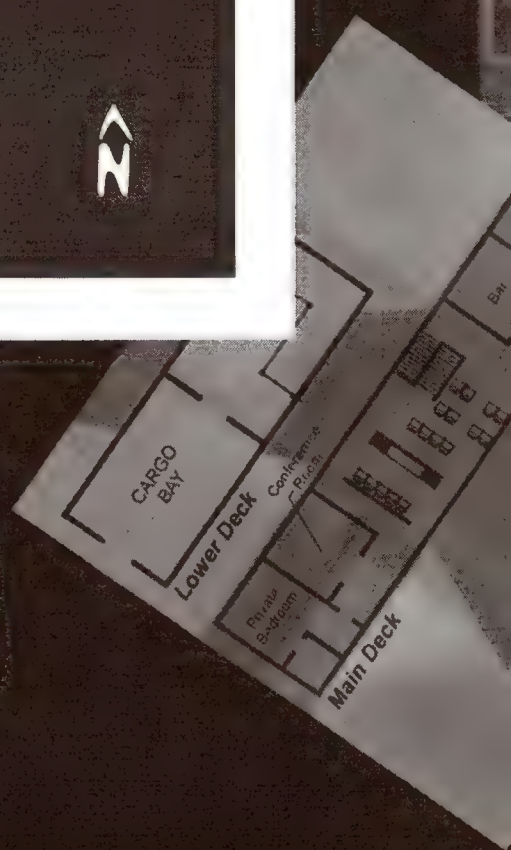
Brooklyn Bridge Station



Bathrooms under platform

Things to Buy

Harley Filben *Password*	500
Rock *Zyme*	250
El Rey *LAM*	750



western end of the area (5). He'll sell you a LAM for 750, which is not a bargain. If you haggle, he'll offer to give you the LAM in exchange for killing Rock. If Rock is already dead ... hey, presto.

There's also a suicidal junkie downstairs who has a pet LAM he'd be willing to part with for a vial of zyme, either the zyme you picked up at the 'Ton, or a vial you bought from Rock or plundered off his body.

Now you can blow the obstruction. In the room, watch out for the leaking steam, it's super-heated and dangerous. You can sneak in through the pipe, or just jump over very quickly (be ready to spend some medkits afterwards). Turn the two wheels at the end of the room, and mission accomplished (this will also turn off the steam).

Go back to Charlie, and he'll give you the code to get into Mole People territory (5482) and the location of the entrance (the women's restroom on the west side of the station) (6). You'll find the keypad under the sink.

Mole People keypad

MOLE TOWN

You'll come out on a ledge above the Mole People's tunnel (7). From here, you can probably snipe a few NSF troopers.

(Actually, it's not absolutely necessary to take out all the NSF. If you can get to the commander with some or all of the terrorists still alive, they'll "stand down" and not bother you any further. However, we'll assume you'd prefer to have the ammo.)

Make your way south, taking out any NSF you see as quietly as possible. It's important to keep the Mole People out of the line of fire ... once you've cleared the enemy out, you'll need the Moles willing to talk to you.

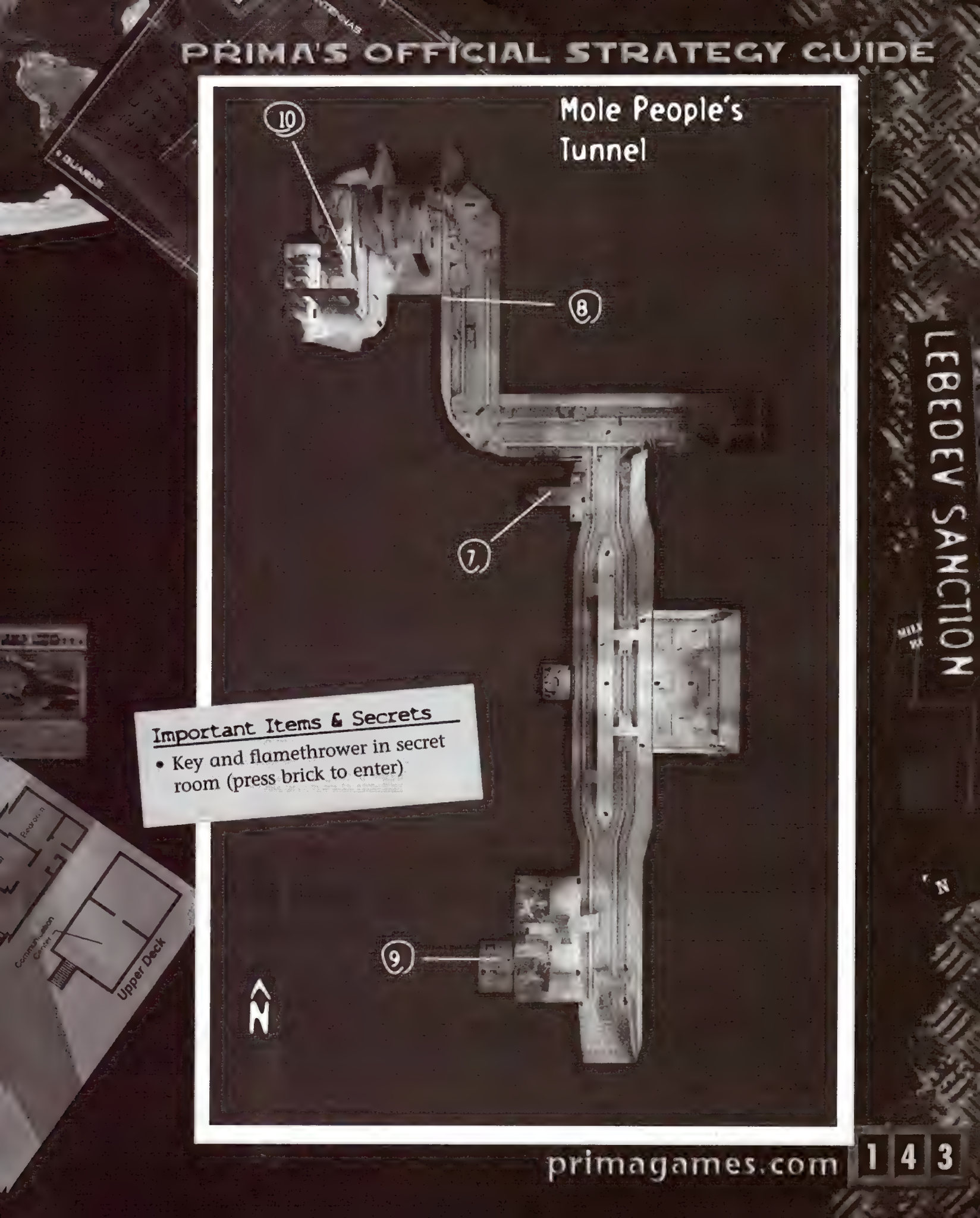
Now head north of your entry point. There are two NSF standing next to the platform (8). You can take them out with stealth from behind the big rock at the corner. There's one final NSF up on the platform.

Once all the visible NSF are dead, wait for the Mole People to calm down, then start asking questions. Eventually you'll get to Kevin Bradley, the head man of the Moles. He'll tell you that the NSF leader is in a secret room on the south end of the tunnel (9), and that the room is opened by pressing on a brick (you'll have to move a couple of cardboard boxes to get to the brick).

If you don't attack, the leader will surrender (he's not really into the whole armed defiance trip). You can pick up the key to the exit and go on your way. There's also a flamethrower in the "office."

The exit is through the locked bathroom at the far north end of the tunnel (10).

Entrance to Secret Room


Mole People's Tunnel
10
8
7
9
N
Important Items & Secrets
• Key and flamethrower in secret room (press brick to enter)
Upper Deck
LEBEDEV SANCTION

Gauntlet

To get to Lebedev, you'll have to navigate a long and well-guarded underground tunnel.

Your first test is a branching intersection (11). To the right, the way is blocked by superheated steam, to the left are laser-triggered turrets. You can bypass the former by picking the lock to a wall-box that conceals a wheel valve that will turn off the steam. Or if you prefer, use your multitools to open the electrical panel and deactivate the lasers. It basically depends on whether you have more lockpicks or multitools at the moment. Once you've opened a path, go over the wall on your chosen side and continue on.

The next area (12) is guarded by lots of turrets. The trick here is to sneak under the camera at the front of the room, then take out (or avoid) the lone sentry before he has a chance to punch an alarm button. If you take out the sentry, he has a key to the door out.

The next room (13) is a pool guarded by more laser-triggered turrets. There are two ways across. First, you can break into the security panel to deactivate the lasers, then jump across the swinging bridge, or you can crawl through the wall duct, dive into the pool, and swim through the tunnel (the entrance to the tunnel is directly below the point where you dive in). If you don't mind swimming, the underwater route is both cheaper and safer.

There's an EMP booby-trap on the wall of the tunnel past the hanging bridge (14). You can get to it from either direction.

The next trap is a room with two commercial security bots (15). You can take them out with EMP grenades or LAMs, or you can evade them with careful timing. There's a hollow place behind the left wall of the room. Slip in at the west end when the bots aren't looking, then dash across from the east end to the exit.

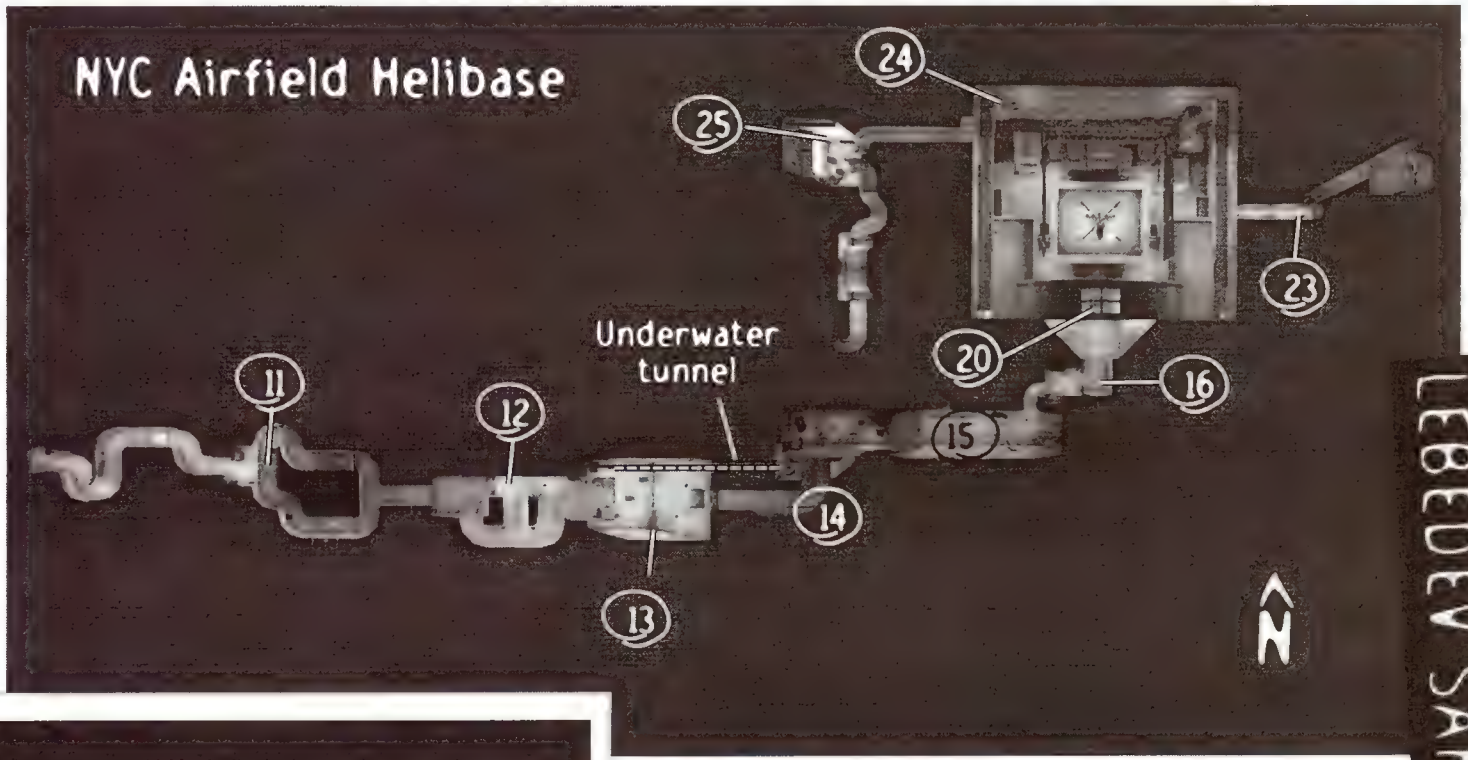
Once you're past the bots, you're in the room that leads to the helibase (16). Pick up the goodies lying around, including the datacube between the two machines with a computer password.

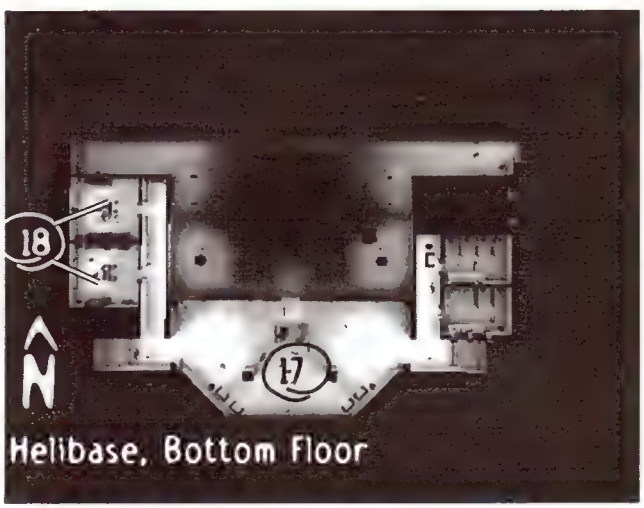
Codes and Passwords

Helibase datacube	login etodd PW saintmary

Important Items & Secrets

- Ambrosia in lobby
- Secret armory in ops room
- Secret closet in rec room





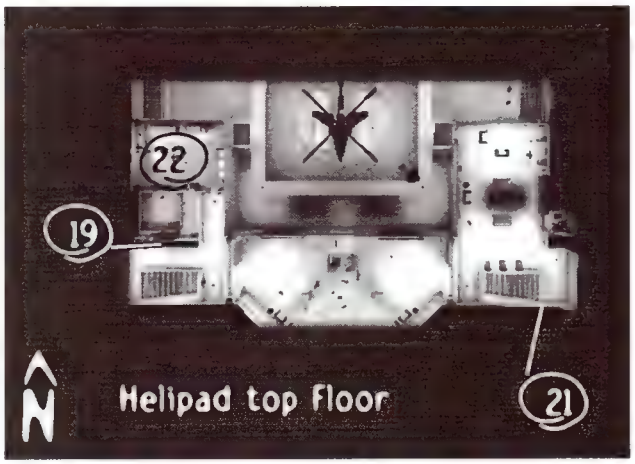
The Helibase

Looking through the windows in the door to the helibase, the very first thing that meets your eye is a glowing green canister of Ambrosia ... the first of three that you're supposed to locate (17).

There's a camera directly above you as you enter. Clear out any opposition from the doorway, then dash to the west when the camera's turned away.

Search the two offices (18). Don't forget to check the cubbyholes in the desks themselves. Expect to find a guard or two waiting for you. You can use the computer password you found in the first office.

Carefully climb the stairs. When you get to the top, pick the lock leading to the closet (19), then take the ladder up to the trapdoor. Take out the guard beyond, then the sniper stationed on the catwalk above you (he'll be trouble, if he knows you're there ... and he probably will). Once you've secured the area, however, you're in sole possession of a perfect staging area for the rest of the operation.



From here you can snipe down onto the helipad itself (notice the many conveniently placed exploding barrels below) or break out the skylight (20) and snipe down into the entryway. You even have some view of anybody in the rec-room or lounge on the second floor. Take your time (the enemy won't show themselves all at once) and do as much damage as you can.

When you're ready, jump down to the heli-pad. After making sure the perimeter is as secure as you can make it, enter the rec room (21). There'll be a camera right over your head, your best bet is probably to bypass it. Fiddle with the pinball machines to open a secret niche behind the bookshelf. Or, wait and use the security computer in the ops room (22) when you get there. Grab the other goodies in the room (especially the key on the shelves), hack the ATM, and go back to the other side of the helipad.

Use your new key to enter the ops room. Take out the single guard. If you can hack the security panel, you can finally shut down the security for the compound. More importantly, notice a tiny button behind the plant in the southwest corridor. Push it to open a secret armory, with contents that include an aug upgrade canister and a Range weapon mod, plus lots of nifty ammo.

You're ready to go. Drop down off the helipad to the floor of the hangar. Watch out — there are very likely a couple of extra-sneaky guards who've been hiding underneath waiting for you.

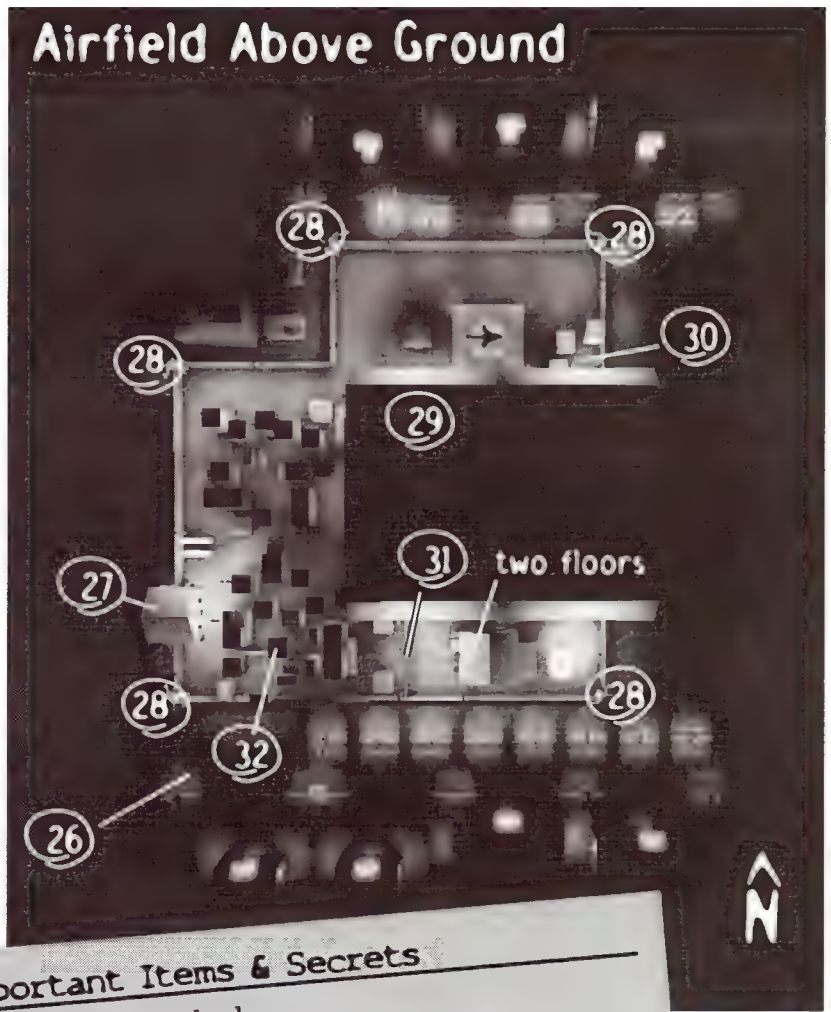
The corridor to the east (23) leads to an elevator that will take you directly to the area outside Lebedev's hangar at LaGuardia. Don't even think about taking this route unless you hacked security in the ops room; otherwise the turret will take you apart.

There's also a manhole in the west corner of the hangar (24) that will lead you to an underwater access. Swim through the tunnel until you come to an open area (25), then climb the ladder and jump across the two ledges (push the crate that's in your way into the water).

LaGuardia

Let's assume you arrive at LaGuardia via the sewer pipe. You'll come out near a dock (26) with several sentries on it. Also on the dock is the next container of Ambrosia. To take out the sentries from the water, try using tranq darts from a well concealed position. There are some goodies under the dock, but you'll have to dive for them. Just inside the entrance from the docks, to your left, are a couple of trailers with ammo (27).

The area you're in is well guarded by commercial security bots and double turrets at the watchtowers in the corners (28). There's some good stuff in the towers, but it's hard to get to without taking damage. On the south side where all the crates are piled up, there are a couple places where you can climb up and lie in wait on the bots, with EMP grenades.



If you go around to the north side of the building, you'll come to the hut that houses the elevator from the helipad (29). In the far east corner of the north side is an enclosure (30) with ammo and supplies, including a Clip weapon mod and an EMP grenade. The downside is the enclosure also holds some berserk dynamos that are spraying electricity everywhere. You can break into the electrical panel to stop the electricity, but expect to lose a lot of bio energy and take some damage in the process. Your call whether it's worth it.

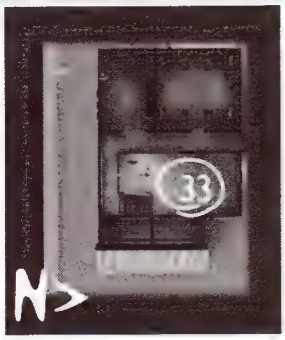
The place you really need to get to is the gate on the south side of the field (31). This is guarded by live sentries (all of whom are considerately carrying perimeter

Important Items & Secrets

- Ambrosia on dock
- Electrified enclosure with ammo and supplies
- Secret room under stairs in guard building

Codes and Passwords

Hangar entry	5914



Barracks bottom floor

Barracks top floor

tower keys). The dock guard with the flamethrower is the only one with a gate key on his person.

If you're sharp-eyed, you may notice a stack of crates nearby with ladders going up (32). This is the entrance to an aerial approach to the gate, that allows you to jump from crate stack to crate stack. Not only does this get you out of the way of the bots, but there are also several crates of goodies up there.

When you're ready, open the gates (the keyhole is in a box on a post nearby).

Inside are several NSF guards. Take them out as cleanly as possible and enter the building (33). Do not go through the door while an alarm is on ... there's a turret right inside. Once the guards inside are out of the way and the alarm shuts off, enter. Under the stairs is a secret room opened by a protruding brick like the one in the Mole People tunnels. This chamber contains weapons, mods and a key to the barracks upstairs. In the barracks (34), the unlocked locker contains the code to get into the hangar (5914). Now you're ready to enter the hangar at last.

(By the way, if you don't really need some of the goodies mentioned above, feel free not to grab them yet. You'll have a chance to go back later and collect them without being under fire.)

Airplane!

When you enter the hangar, you're greeted by Paul himself, who admits that he's working with the NSF and invites you to join him! He urges you to go talk to Lebedev.

The NSF agents in the hangar won't shoot at you unless you start trouble first. Near the tail of the airplane are a couple of trailers with some goodies (35), plus a datacube with a diagram of the airplane's interior. A mechanic in an orange coverall will offer to sell you shotgun shells or a weapon mod.

Enter the plane and search it at your leisure, but end up at the private suite in the tail (36), where Lebedev waits. As you talk to him (if you choose to talk to him, and you should), Agent Navarre runs in and orders you to carry out the assassination. At this point, you have a choice to make. You can kill Lebedev, or you can shift your point of aim slightly and take out Anna. Or, you can walk away or even kill them both.

Things to buy

Aircraft Mechanic (Harold)	
Recoil weapon mod	400
Shotgun shells	300

In the long run, you're probably better off taking out Anna.

Anna's a tough fight (see p. 90), so a quick kill is to be preferred. A sniper rifle shot to the head works dandy. Watch out, she explodes when she dies. (If you chose to kill Lebedev, there won't be any immediate complications.) If you kill Anna, a shocked Alex will erase the log files to cover for you until you can explain.

Important Items & Secrets

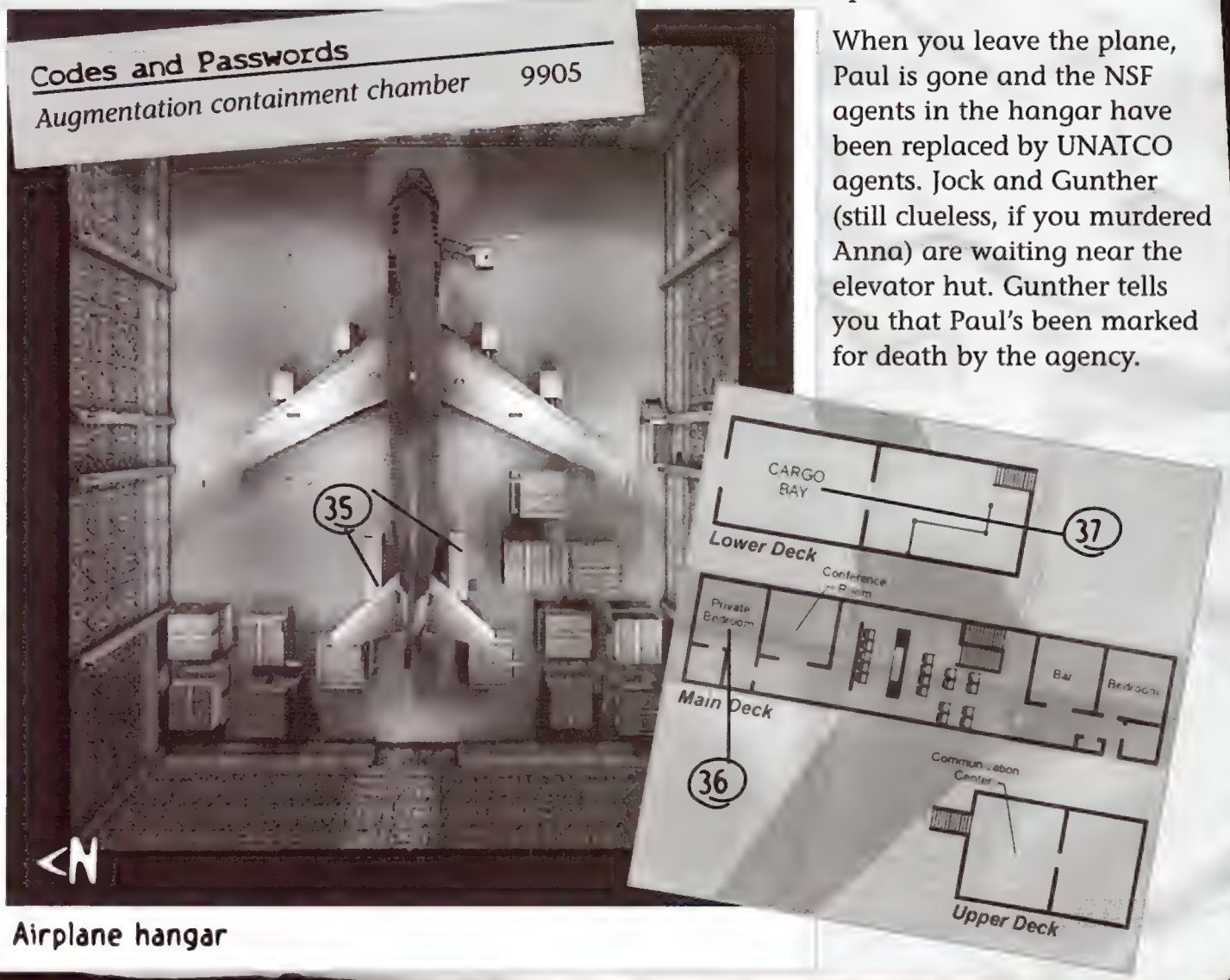
- Ambrosia and aug canister in hold of plane

You'll find a datacube under Lebedev's bed. It has a key code (9905). Go down to the cargo bay (37). There you'll find the last barrel of Ambrosia, a repair bot, and an augmentation canister (Subdermal 1; Ballistic Protection or EMP Shield) in a case you can open with the code.

Codes and Passwords

Augmentation containment chamber 9905

When you leave the plane, Paul is gone and the NSF agents in the hangar have been replaced by UNATCO agents. Jock and Gunther (still clueless, if you murdered Anna) are waiting near the elevator hut. Gunther tells you that Paul's been marked for death by the agency.



Airplane hangar

Inevitable Choices

DEBRIEFING

When you get back to HQ, talk to Manderley and collect your bonus, then go next door to the break room, where you'll find Jaime talking to Simons. Listening in on their conversation, you'll discover that Simons also has nano-augs. After they're done, talk to Simons several times to find out all about Paul's situation.

If you check your e-mail, you'll find out Alex wants to talk to you. If you check Manderley's e-mail, you'll find a letter from "WS" (who do we know with those initials?) that strongly implies that both Manderley and the sender are working for MJ12.

Go ahead and make all your usual rounds in HQ. You might want to drop back by the break room and talk to Jaime one more time, after Simons is out of the way.

You're supposed to go to Hong Kong for your next mission, but when you get to the 'copter Jock unilaterally decides to take you to back to New York. He says you need to talk to Paul.

BACK ON THE STREET

Jock lands on the roof of the 'Ton. All you have to do is climb down the fire escape to the room. Inside, Paul asks you to go to a nearby NSF base where he claims you can find proof that UNATCO is corrupt.

On your way out of the hotel, go to the elevator shaft and climb up to the third floor. There's an Accuracy weapon mod on the ledge.

In the office, Gilbert and Sandra Renton are arguing about JoJo Fine, who has taken up residence in the hotel. If you talk to them, Gilbert asks to borrow a weapon. Hang around for a little while, and Jojo himself strolls in. He starts to threaten the Rentons, and if you armed him, Gilbert attacks. You can save Gilbert and Sandra by taking Jojo out yourself.

From this moment on, almost everyone you talk to will hint that a UNATCO raid is on the way. So much for operational security.

Things to buy

The Smuggler

Range weapon mod	2400
Napalm canister	225
Clip weapon mod	1500

Jordan Shea

Booze, candy or soda	10

Outside, you discover that the subway's been sealed off. There's an unpickable keypad lock installed on the grate. Sally, one of the street girls, is wondering how she can get home.

The Smuggler is still open for business (see box). There are also Recoil and Clip weapon mods in his secret stash, as well as some ballistic armor.

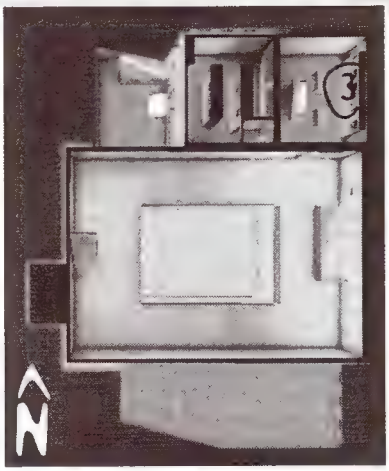
Go ahead and make a quick Easter egg hunt around the rest of the street. If you go back into the sewers, you'll find that the MJ12 base proper has been sealed off, but somebody's reset some of the electric defenses, and they left some new goodies lying around. Jordan and the ever-pleasant Joe Greene are the only living souls at the Underworld. The Free Clinic and Osgood and Sons are both sealed off.

When you're ready, head down the newly opened street to the former NSF HQ.

NSF HQ

The former NSF base is heavily guarded by UNATCO troopers. Paul contacts you to tell you that the first thing you need to do is get up to the third floor, where you can use a computer to open a secret trap door that leads to the basement. In the ladies' room on the first floor (1), you'll find a key that you'll need in the basement. There's also a repair bot rolling around.

On the second floor is a locked computer room (2) that opens to the outside. In the room is a datacube that gives you the password you'll need to open the trap door (login tjefferson, pw newrevolution). You may have already found this password outside, under some trash next to the dumpster. As you go up the stairs, you'll notice lots of toxic barrels, TNT crates and other neat and dangerous stuff. Do yourself a favor and think now about where you'd want that stuff placed if you were trying to stop well armed enemies charging up the ramps at you.



Third Floor

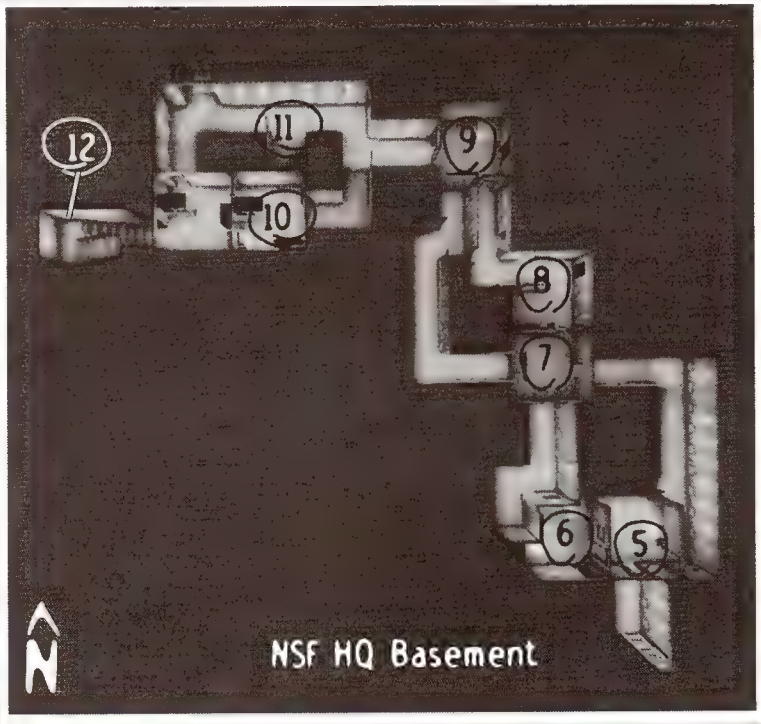
On the third floor the guards start hassling you about being upstairs. Just ignore them. You'll find a lab with a handy medbot trundling around (3). The room you want is next door to the lab, and it's been flooded with halon gas (which happens to put out fires, just in case you happen to be on fire). There is a datacube in this room that explains this. You can get to the security terminal you need with a hazmat suit, but the easy way is to just punch the button in the northeast corner of the room, which will drain the gas out of the computer room. Enter, and use the security terminal to open the trap door (4).

The basement is unguarded, but heavily trapped. You'll do much better if you have a good supply of nanotools and lockpicks with you ... otherwise expect to do a lot of turret dodging.

At the first room (5), make a left and pick the locked door (if you make a right and go through the unlocked door, you'll still get there, but it will be much more complicated). In the room (6) is a security panel (and some toxic barrels you may want to deal with). Log on (using the same login/password you used to open the trap door) and open the three blast doors.

In the next room (7), make sure you *gently* lift the TNT crates down before breaking the supply crates open. You can open the locked door with the key you found in the ladies' room, but you don't want to go that way. Instead, go out through the unlocked wooden door. There's an electrical panel on the other side of the door that will make your journey a little less stressful if you hack it.

Beyond is a hallway heavily guarded by turrets (8). You can't avoid activating them, but you can outrun them. Dodge quickly into any hidey-hole you see that doesn't currently house a turret, wait until the alarm stops, then make a dash for the next hidey-hole. You should be able to make it to the door in three dashes. The door also opens with your key.



NSF HQ Basement

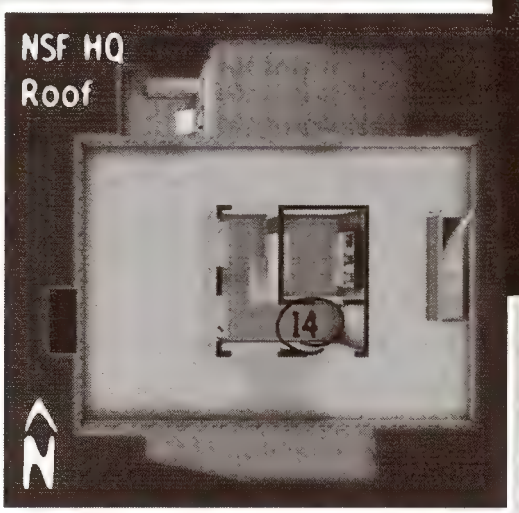
The room next door has some leaky toxic barrels (9). If you want the goodies in the locked closet, stand well back and shoot the barrels. The gas will dissipate in a few seconds. Otherwise use a hazmat suit or the Environmental Resistance aug while picking the closet door. Inside you'll find a couple of EMP grenades.

In the next room (10) are some very nice goodies (including an Accuracy weapon mod), and the evidence of UNATCO corruption that Paul promised you.

Your key will open the locked door. In the hallway (11) is some important stuff. Shoot the toxic barrels and the cardboard box, to clear your way to the security panel, then make a dash for it. You'll be out of the turret's line of fire while you open the panel. Use the small crates to hop over the floor-level lasers. On the floor is a datacube, addressed to Paul, that will give you the codes for the satellite dish control computer (login mcollins; PW revolution to align the dishes / login napoleon; PW revolution to actually send the message).

You don't have to bother with the other visible electrical panels, just dash back and make for the stairs (12). You emerge across the alley from the HQ building (13).

Head directly to the roof (14), use the first password, rotate the three dishes and open the door. Go inside, use the second password and broadcast the message to Silhouette.



On your way out of the satellite hut, you get a message from Walton Simons informing you that you've just been fired from UNATCO ... with extreme prejudice. From now on, any UNATCO agent you meet will be trying to kill you. You'll have to fight your way out.

Use sniper tactics and booby traps. LAMs and gas grenades are both good for traps, of course, but this is where you can really thank yourself for setting up a series of environmental hazards to help you control access to the ramps. A cloud of toxic gas will convert a whole crowd of troopers into a nice, neat, unmoving mass, and of course a TNT crate at just the right point speaks (loudly) for itself.

Codes and Passwords

Security	login tjefferson PW newrevolution
Satellite dish control	login mcollins PW revolution
Send warning message	login napoleon PW revolution

Secrets and Items

- Accuracy weapon mod, Evidence of corruption
- End of basement labyrinth

(Alternately, if you don't have a taste for slaughtering your former allies, you can jump off the roof and avoid the long fight down. This works best if you have the Speed aug or plenty of medkits.)

When you leave the building, you can expect still more intense opposition from the troopers on the perimeter outside.

RAID!

Go back to the 'Ton. Don't worry about visiting any place else, they haven't changed.

Shortly after you reach Paul's room, that UNATCO raid everyone has been talking about will interrupt your conversation. The charge is led by no fewer than three MIBs! (You'll feel oh-so-smug if you enter the 'Ton through the front door rather than the fire escape, then plant one or two LAM booby traps just outside the door to Paul's room.)

The outcome of this battle is very significant ... it determines whether your brother lives or dies. If you go out the window (as he urges you to) when the raid hits, Paul dies. If you fall inside the hotel room, Paul dies. If you and Paul defeat the first wave of invaders and both make it out at least as far as the landing, Paul lives. (He doesn't do much for the rest of the game, to tell you the truth, even if he does live, but you do get a major warm fuzzy for saving him.)

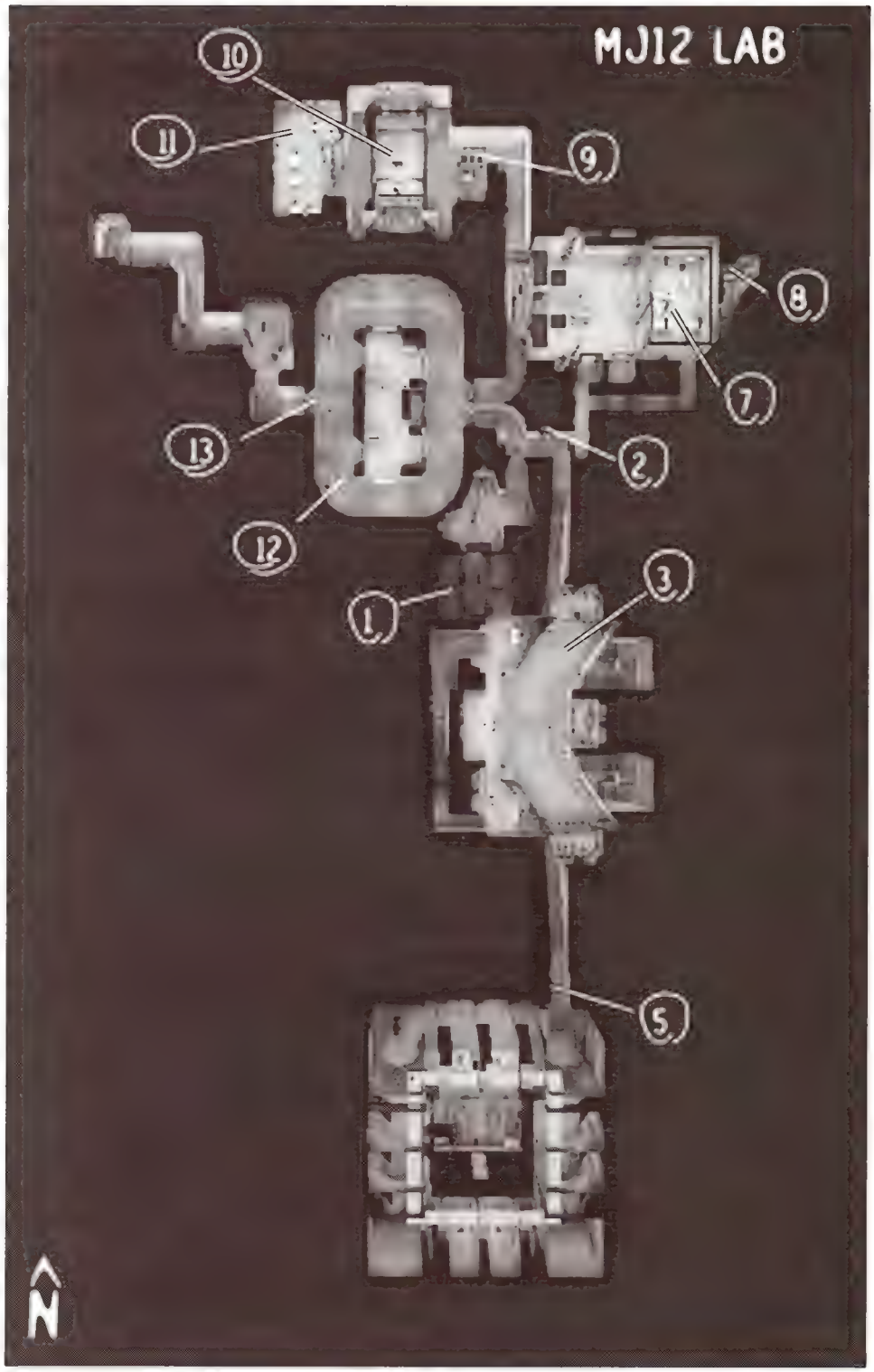
Other than keeping Paul alive, though, you're in a no-win situation. If you're really on the ball, you can fight your way out to the street, where you can use the code Paul gave you to open the gate to the subway (6282). When you get to Battery Park, Anna (if she's still alive) will confront you in the subway station, and outside you're met by Gunther and a whole army of robots and troopers. Gunther will give you a chance to surrender, or you can go down fighting. Taking the option to surrender to Gunther could mean you are that much healthier when taken into custody. Either way, it ends the same (yes, it's fixed ... some of your opponents are invulnerable).

Codes and Passwords

Subway lock	6282

Again, the only really important thing is to fight off the first wave of attackers and get both you and Paul out to the hotel hallway alive.

Breakout



You wake up in a holding cell (1). Any serious damage you took in the final fight is only partially healed, and you have nothing in inventory. If Anna's still alive, you get to wake up to her sunny presence. Then you're contacted by a mysterious new player named Daedalus, who tells you he's busting you out.

Once you're out of the cell, you need to get past the guard. That will require some kind of equipment. Here's one method that works well.

a. Sneak up to the weapon crate and grab the baton.

b. Wait until the guard stands up and leaves the area, then use the baton to break the crate.

c. Grab the prod in the crate, crawl over the space between the filing cabinet and the wall, and wait.

d. When the guard returns, prod 'im.

Once the guard is safely out of the way, grab his gun and anything else lying around (don't forget the drawers of the cabinet), and read the datacube on the desk. It gives you the codes for the lockup door (4089,

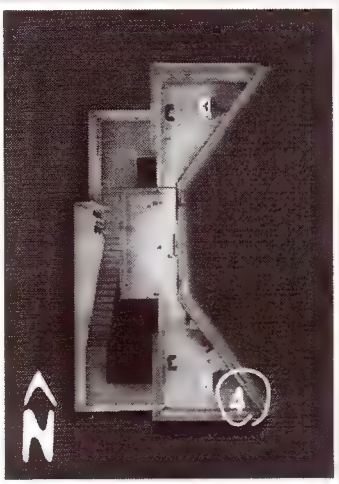
though it's open at the moment) and all the cells (4679). In the cells are one dead guy carrying a couple of lockpicks, and one live guy, an NSF operative named Miguel. Miguel will come with you if you want (he probably won't last long, though in Easy games he has been known to mop up the floor with his knife). He also has a medkit he'll give you, if you ask him.

Run out into the hall (hurry, so the turret doesn't have time to get a bead on you). There's some supplies behind the pillar (2). At this point, Daedalus tells you whether Paul's alive or dead, and instructs you to go find him either way.

Codes and Passwords	
Lockup door	4089
Cells	4679

ROBOT MAINTENANCE / ARMORY

First, however, you'll need supplies. Head for the robot repair bay (3). There are a lot of ways to cross this area — this is probably the most satisfying.



Robot Maintenance (upstairs)

Sneak immediately up the stairs to your left. Sneak or fight past the bots, down the hall and up the second set of stairs (4). There's a pair of guards on this level with assault rifles. Take them out and steal their guns.

On the far desk is the code to the armory where your equipment is being held (2971). If you can hack the security panel up here, you can clear the rest of the area by hacking in and scrambling the AI of the surviving security bot so he kills the troopers instead of you. You can even operate the elevators from up here, how cool is that?

If you can't hack the security panel, you can buy the security code from a profit-minded mechanic in the repair bay, if you can hook up with him. Or we can just tell you: Login mj12; PW invader.

Now go back down, use your new assault weapon to finish clearing the area (if you didn't have the bot do it for you), and gather up the miscellaneous stuff below. If you'd rather kill the bot than convert it, use the EMP grenades you found upstairs, or make creative use of a TNT crate. There's a couple of repair bots scooting around that you can use to replenish your bio-energy.

In the Bot maintenance area you will find scramble grenades. These are *perfect* for dealing with those two Military Bots patrolling the Armory area.

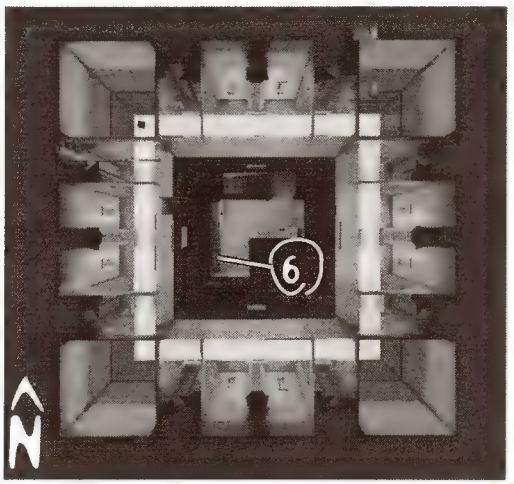
Now move through the 'bot bay and up the stairs. There are two military-grade bots patrolling the hallway outside the armory. You cannot take these behemoths on, but

Codes and Passwords	
Armory	2971
Security	login MJ12 PW invader

you can slip behind them to the armory door and punch in the keycode while they're looking elsewhere.

Things to Buy	
Mechanic	
Security login	500
762 ammo	600
Accuracy mod	750

Inside is one guard. Take him out immediately, then *run* up the stairs. The lower level is protected by a turret with a camera. If you can't either hack the security panel upstairs, or log in (with the same password you got from the mechanic) you're going to have a seriously intense time gathering your stuff below (it can be done, if you're very careful about where the turret's line of fire goes).



You can also get into the armory by climbing up a ladder hidden in the northeast corner, climbing up (watch out for the venting gas) and going through the ducts. This takes you past the guard and right to the security login.

The armory is a real cornucopia. You get your entire inventory back, plus there's plenty of additional weapons and armor, including a Silencer weapon mod, a Range weapon mod, and your first chance to grab an assault shotgun. The big prize, however, in a sealed, high-tech locker (6), is your first ever plasma rifle. Watch out for duplicate weapons. Your personal weapons are all on either the shelves or the tables of the first level. Make sure you grab your own weapon if you don't want to lose your modifications.

When you've loaded up, take out or avoid the military bots, and continue your search for Paul.

Secrets and Items
• Mods, assault shotgun, plasma rifle in Armory

NANOTECH / MEDICAL

The best way to approach the nanotech lab is probably to go down into the air conditioning ducts below the floor (the entrance to the ducts is directly in front of the holding area). Daedalus will helpfully keep you informed about your position.

The nanotech lab (7) is under the personal supervision of an MIB. However it is possible to come up out of the ducts directly behind him and ruin his whole day. Once he's out of the way, and the immediate hubbub has died down, you can open his computer. (Login psherman, pw raven, helpfully supplied by the datacube in the filing cabinet

behind his desk, but you'll need to pick the lock to get it. In a separate drawer of the same cabinet is a datacube that gives computer logins for all the UNATCO staffers.) Read his mail. You can also use his computer to release the greasels in the next room, but think twice before you do. This could easily be a cure that's worse than the disease.

By now, you'll no doubt quickly notice the augmentation canister in the locked case (Cranial: Aggressive Defense System or Spy Drone). There's some more interesting stuff scattered around the room, mostly information about the greasels.

In the northeast corner of the room is another air conditioning grate (8). This one leads to a partially submerged cellar where a lone greasel lurks. If you take the critter out, you'll discover that the place also contains a plasma clip and a suit of ballistic armor.

Make your way out into the cage room, clearing the place of remaining guards or greasels. Once the area is clear, find and talk to Dr. Moreau, who gives you the code to the medical bay (0199). One of the major drawbacks to releasing the greasels is that it creates a distinct possibility that Dr. Moreau will die leaving you codeless.

Go around the corner to medical. There's an office there with glass walls (9). An armed secretary and a guard are inside. Move fast to take them out.

There are two halls past the karkian containment area (10). The north one contains a datacube with the security login (if you don't already have it), and an airshaft that you can use to go directly to medical. The south one contains a security panel. Both rooms have a button that will let you open the containment area and release the karkians to soften up the two guards just outside the medical lab. Once that fight is over, you can finish off the survivors. In the medlab (11), you'll find Paul, or his mortal remains. If Paul is alive, he's already made arrangements for escape (you're to provide the distraction, lucky you). He'll also tell you about Anna's killswitch if she's alive. Once his datavault's downloaded, Daedalus gives you the code out of the base (1125).

Codes, Passwords (and UNATCO accesses)

Medical bay	0199	jreed / redshoes
Exit door	1125	jreyes / amigo
MIB psherman / raven		kiloyd / target
ajacobson / calvo		scarter / antique
anavarre / scryspc		

Secrets and Items

- Cranial aug canister in nanotech lab
- Plasma clip in cellar behind nanotech lab

COMMAND CENTER

The command center (12) is guarded by troopers and dogs. You can enter either via the ducts, or via the door, depending on how sneaky you're feeling. Breaking the windows will set off an alarm. Once the place is clear, enter the code and leave (13). Watch out for the trooper on the other side of the door.

UNATCO HQ

Secrets and Items

- Torso 2 aug canister in Jaime's lab
- Weapon mods, aug upgrade in armory
- Anna's killphrase on terminals in her office and Manderley's (need both)

You emerge into good old UNATCO HQ, through that mysterious door down the ramp from the medlab. You'll want to hit all your usual spots, of course being careful to avoid or remove any UNATCO troopers you might run into (if you feel squeamish about killing former comrades, remember your riot prod and your tranq darts).

Jaime is waiting for you in the medlab. He's had enough of UNATCO and he's ready to jump ship with you. He asks you if he should defect immediately or stay on as a deep cover agent. He tells you that the base is under lockdown, and you'll need a key to get out. He also has a shiny new augmentation canister waiting for you (Torso 2, Regeneration or Energy Shield).

Across the hall, you'll find that Alex, too, is ready to bolt. He will supply you with the key you need to get out, but only if Anna is taken care of.

Sam Carter professes neutrality, but he lets you in to pillage his armory. (If you hack his e-mail, you discover he had an active role in your and Paul's escape.) It's not quite the bonanza that the MJ12 armory was, but does include an aug upgrade, Range and Recoil weapon mods, plus access to a repair bot and other miscellaneous goodies.

Upstairs you get to confront Manderley, who's being chewed out by a holographic image of Simons. When you start to leave the office, Manderley snaps and pulls a pistol on you.

If Anna is still alive, you can find her "kill phrase" by hacking into Anna and Manderley's computers (you should have the passwords for both: Login anavarre Pass scryspct and jmanderley/knight_killer). The phrase is "flatlander woman."

In the break room is Shannon the office girl, who confesses that she's the one who's been stealing supplies. She'll offer to sell you a couple of scrambler grenades at cr 1250 each (not exactly a bargain, but they'll come in handy in the next mission).

On your way out of HQ, you'll have to face Anna (if she's still alive). If you have her kill phrase, it will be a very short encounter.

Jock (who's taken the same "early retirement plan" as you and Paul) is waiting for you on the helipad, but don't forget to drop in on the comm van. There's also a multitool on the railing just above the front door.

Things to Buy

Shannon

Scrambler grenades	2 @ 1250 ea.

Hong Kong

UNSCHEDULED LAYOVER

Your visit to Hong Kong begins inauspiciously, when MJ12 seizes control of Jock's controls and forces a landing at one of their heliports.

If you can hack the security system, go up to the south control booth (1) and turn off the cameras and turrets. Whether you can take out security or not, your next step is to take to the maintenance tunnels that run under the helipad.

Find the munitions bay (2), and gather up the stuff there (which includes a Recoil mod). On a workbench there's a datacube with the valve code (99871). The key to the door of this room is also in here. Return to the tunnels. A short distance from munitions is a forgotten storeroom (3) packed with toxic waste. There's a keypad on the wall that will flood the lower level with gas. Release the gas (use the valve code), run quickly up the ramp leading to the storeroom, and just wait a few moments for the poison to dissipate.

Now you can approach the barracks (4). Of the half-dozen troopers waiting here, expect to find that three or four have succumbed to your gas attack. Be prepared to deal with the others. Of the three locked lockers on the sleeping level, the only one you absolutely have to concern yourself with is the middle one, which contains the key you need to the flight control deck. This locker also has a datacube with an "elevator code" (989). This code will allow you to return to the helibase after you leave, which shouldn't be necessary but might be useful. The other lockers (including the one in the latrine) are only worth picking if your skill is high enough to allow you to do so with only one pick.

You're now ready to leave, if you want to, but there's some cleanup you might want to take care of first.

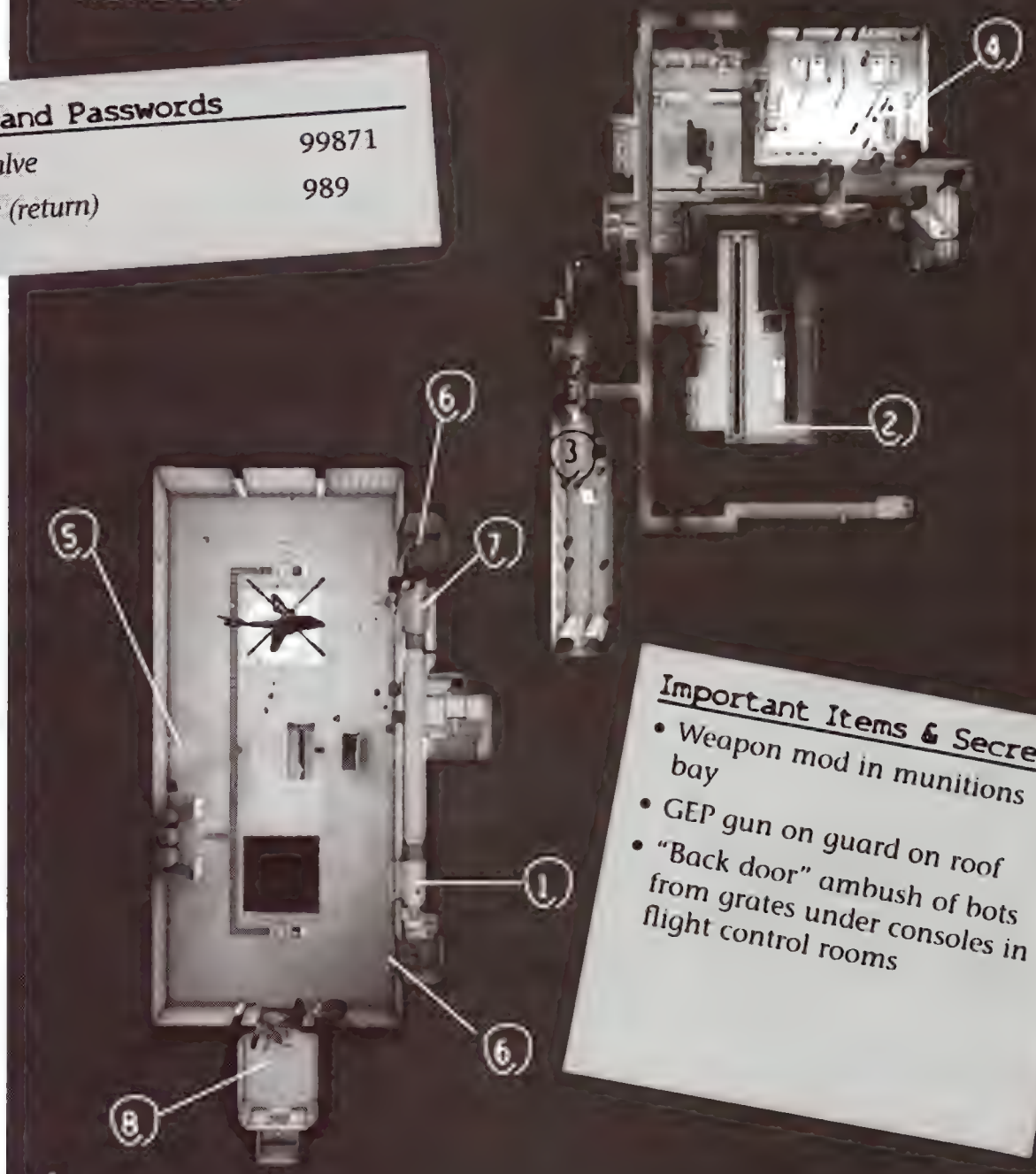
There are a couple guards on the roof, which is accessed by a ladder from the helipad (5). You don't have to deal with them at all, but one of them is carrying a GEP gun, which you might be interested in claiming for your own, if you're into heavy weapons.

Under the consoles in both flight control decks is a grating, each of which leads to a sealed chamber containing a security robot (6). You can use these to get to the robots and destroy them (EMP grenades or LAMs work best). Otherwise, you'll have to fight them on your way out.

Now you can go to the north flight control deck (7) and release Jock. (In case you're wondering, the wall-safe holds a couple of bio-cells). When you return to the helipad he'll fire a missile at the door on the south end of the area (this is when the robots will be released). Stay well away from the blast area. He has to bug out immediately, but your escape route is open. Open the malfunctioning security panel (8) to stop the electrical current and enter the elevator.

Hong Kong Helibase

Codes and Passwords	
Purge valve	99871
Elevator (return)	989



Important Items & Secrets

- Weapon mod in munitions bay
- GEP gun on guard on roof
- "Back door" ambush of bots from grates under consoles in flight control rooms

IN THE MARKET

Wan Chai

You emerge into the bustling Wan Chai market area.

A word of advice any time you're out on the street in Hong Kong ... don't use a gun, and don't let the cops see you armed. Either one will set off the alarm and draw lots of tough, very well-armed Chinese police down on you. If you must fight, use hand-to-hand weapons.

Right in front of you is a locked storage building that contains some excellent supplies (1). You probably don't want to enter it right away ... the camera right over your head will catch you for sure. When you are ready, however, you should know that there are two rooms, separated by a low door. The code to open the door between the halves is 22. The storage room contains the code for Police HQ (2), right next door (911). There's nothing to stop you going into Police HQ right away, but we'll discuss that in more detail later (see p. 168, **The Mysterious Miss Chow**). You'll get more if you wait.

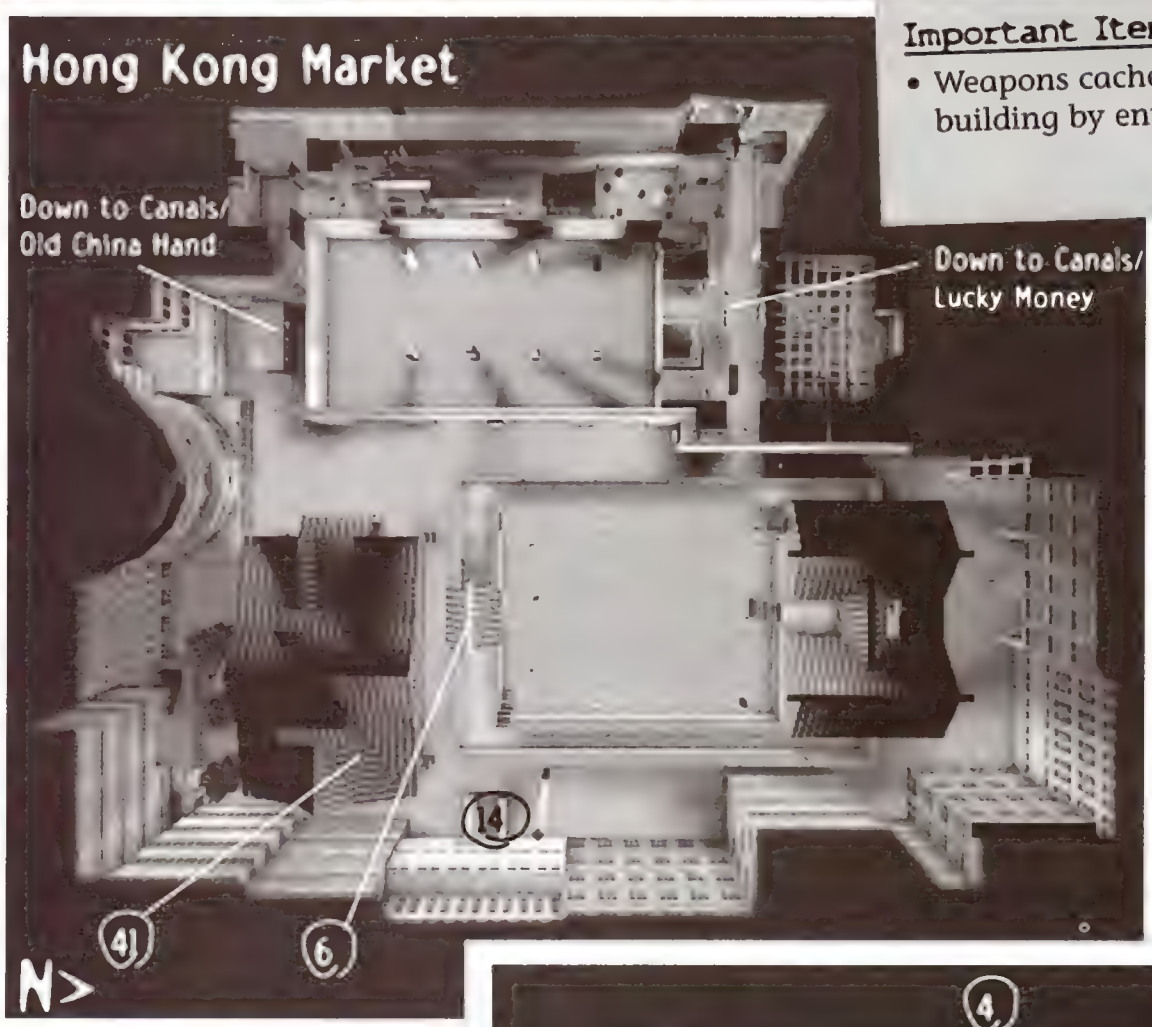
For now, just wander around. There's an ATM machine you can hack (3). Talk to the merchants. It won't take long for you to figure out the shape of the current Triad war. If you go to the coffee shop (4), you'll see a Red Arrow Triad member try to shake down the owner, then maliciously infest the place with rats. Meanwhile, just downstairs at the newsvendor's (5), the Luminous Path Triad has sent an obnoxious little boy to annoy the proprietor and drive customers away. (Speaking of the newsvendor's, check out the datacube on the counter to get a touristy and not particularly informative map added to your datavault images.)

Once you've soaked up as much local color as you care to, go to the Luminous Path Triad compound (6). Jock will beam you a message that this is the place you need to go to find Tracer Tong. However, when you talk to the man at the door, Gordon Quick, he'll tell you that you can't come in unless you can find some proof that the current triad war is the work of an ex-actress by the name of Maggie Chow.

Codes and Passwords

Storage building	22
Police HQ	911

Hong Kong Market



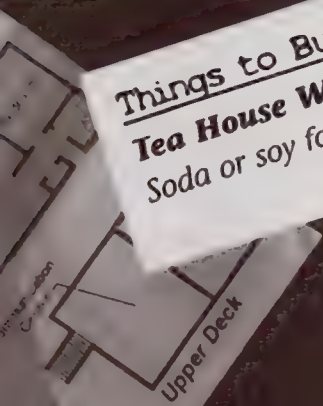
Important Items & Secrets

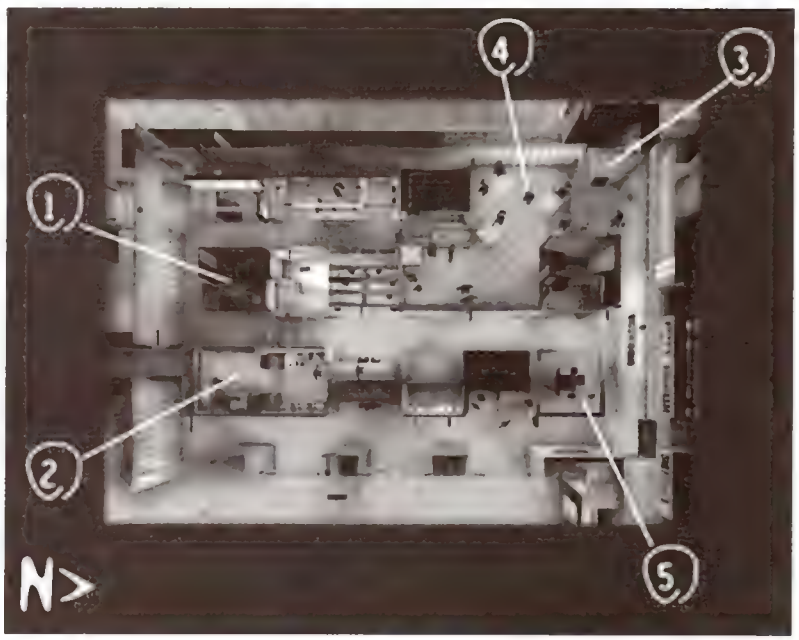
- Weapons cache in locked building by entrance

Things to Buy

Tea House Waiter 12

Soda or soy food





Market (without roofs)

HONG KONG

The Canals

Beneath the bright streets of Wan Chai lie the canals, the literal underworld of Hong Kong. This is probably the most intricate, most atmospheric and, let's face it, most confusing map in the game.

You'll probably notice a small boat making automatic rounds on the waterways. It can be safely ignored.

While the rest of Hong Kong is very well secured by the police and the Triads (who don't have much time for freelance competition), watch out in the canals for a rougher element. There are a couple of drug dealers down there who'll cheerfully jump you if you get too close (you can tell them because your IFF tags them as "foe" from first sight). If you have to fight, remember no guns, or you'll have the cops after you too.

Sampan and Barge

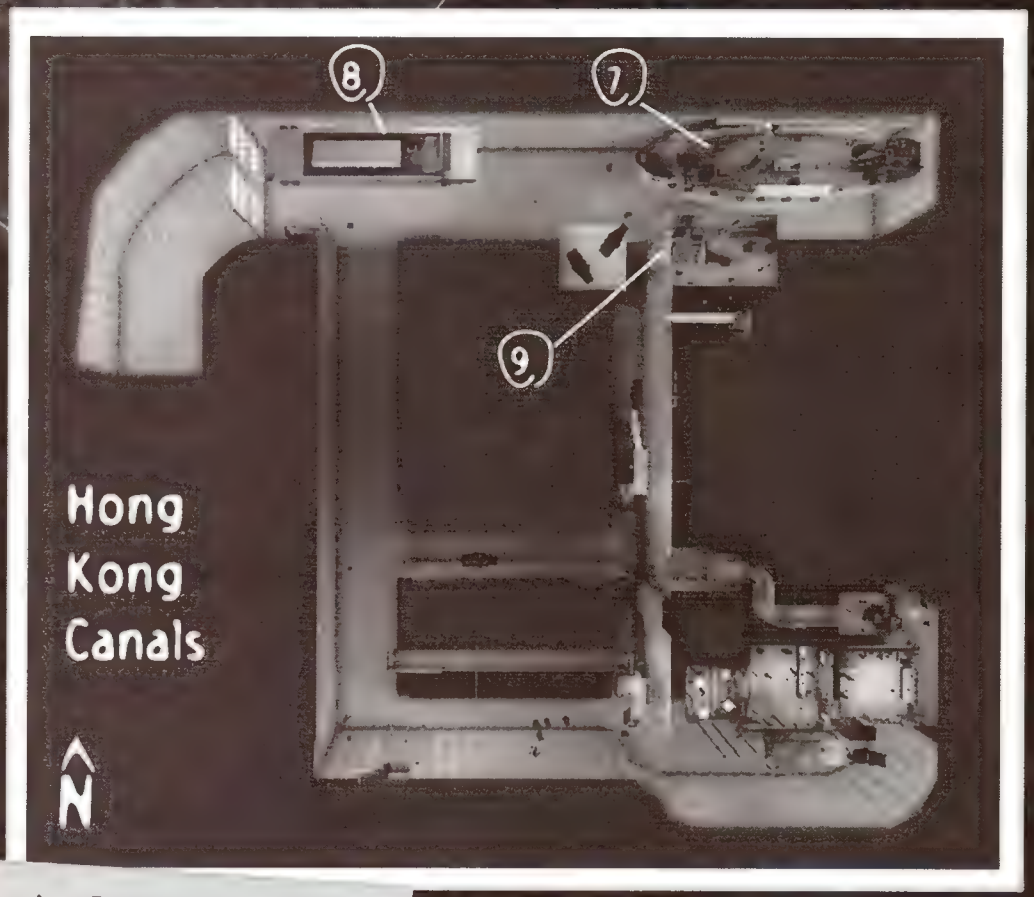
Go to the large sampan floating in the canals (7). This has a lot of neat stuff scattered about. The girl looking after the boat doesn't mind if you grab anything useful, and she will try to sell you weapon mods at fairly reasonable prices.

Notice the two bright Chinese lanterns hanging towards the rear of the main deck. Go to the one on the port (left) side of the boat — most likely to your right — and give it a pull. A secret door will open leading to a room containing a working repair bot and a locked box. Open the box and find lots of credits and some zyme (most of it inside small cardboard boxes). It's obvious what the sampan's real source of income is.

Just west of the sampan, under the drawbridge, is an abandoned barge (8) you can swim to. Inside the hold of the barge are several crates of heavy weapon ammo. However the hatch leading to the hold is very difficult to pick, and the hold itself is flooded with potent toxic gas. For the dedicated heavy weapon trooper this is a useful (if costly) stop, but others needn't bother.

There's one more interesting stop in this area. Stand on the bow (front) of the sampan and look down the canal to the south. You'll see a couple of small boats on the right side and a doorway to the left. Jump in and head for that doorway (9).

Inside is the home of one of the locals, a fellow who sells fruit from his boat. He has a biocell and a multitool in a strongbox near the entrance, and a medkit upstairs. Talk to him and then take the ladder back up to the top level of the canals (and in case you're wondering, spinning the ship's wheel on the wall doesn't do anything).

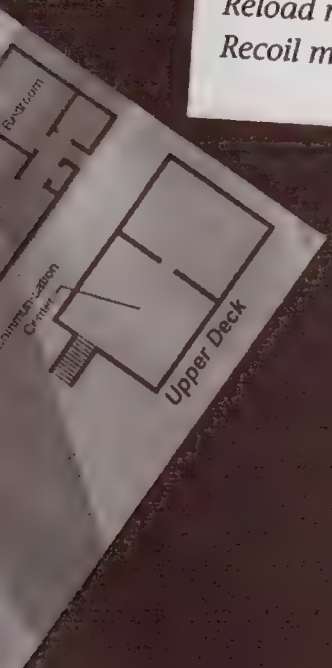


MILITARY ROBOT

Things to Buy

Sampan Girl

Accuracy mod	750
Reload mod	600
Recoil mod	400



Important Items & Secrets

- Repairbot and cash hidden on sampan
- Heavy weapon ammo on toxic barge
- Fruit-seller's home

Old China Hand/The Cave-In

If you splash around the canal area long enough, you start to hear rumors about a tunnel cave-in and treasure hunters. If you really look, you might have come upon a long underwater tunnel that ends in a supply crate with a rebreather. The rest of the room the crate is in is blocked off by pipes, but you can see other passages into the area.

Pay attention, because this is one of the trickiest secrets in the game. Go to the Old China Hand bar (10). Talk to the helpful bartender and the rest of the patrons. Grab anything useful that's not nailed down. Talk to the guy who mistakes you for Paul *four* times, and he'll offer to sell you some goods (the blueprints could come in very handy).

Make your way behind the bar area to the kitchen, and from there to the large walk-in freezer (11). Notice the pile of crates? You can hop right up them and on to the refrigeration pipe that circles the top of the room. Be careful, the cold makes everything slippery. From there, lift the grate and pop into the ventilation system.

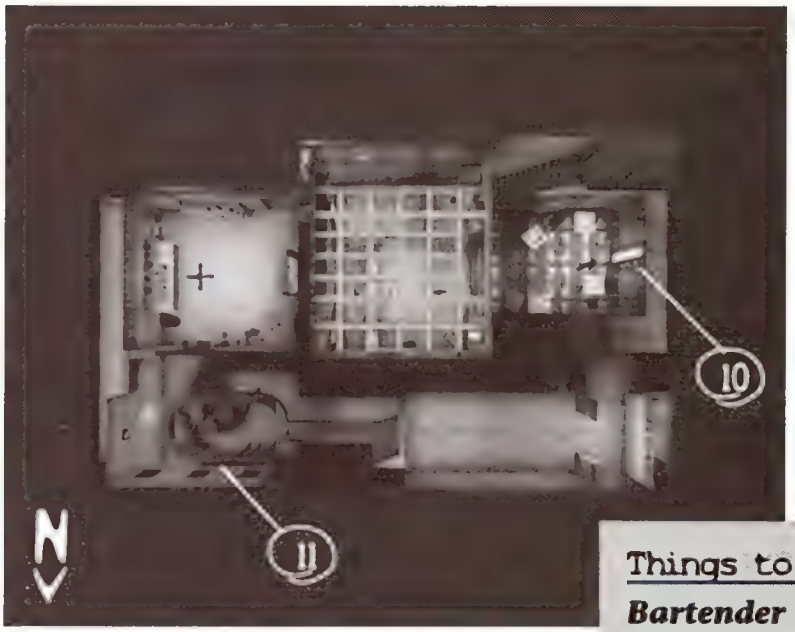
Now follow your nose. It's a long and winding passage, but it doesn't have any branchings. Eventually you'll come to a water-filled shaft. Jump in and swim down to the pipe-room, and out the exit. Soon, you'll come to the caved-in tunnel. Turn left and head for open air. Watch out for the two immature Karkians waiting for you.

Once the critters are dealt with, poke around in the rubble (12). You'll find the body of a scientist. He's got a biocell and an aug upgrade, and nearby is a book with his story.

There's some more stuff at the opposite end of the tunnel (13), underwater (7.62 ammo and a laser weapon mod), but don't even try to get to it unless you have a rebreather. And make sure you take care of the third karkian, who normally lurks just past the place where you entered the tunnel, before you try for the submerged treasure.

Once you're finished, retrace your steps back to the Old China Hand.

Things to Buy	
Scrambler Grenade	1250
Thermoptic Camo	4000
VersaLife Blueprints	2000



Old China Hand

Things to Buy

Bartender

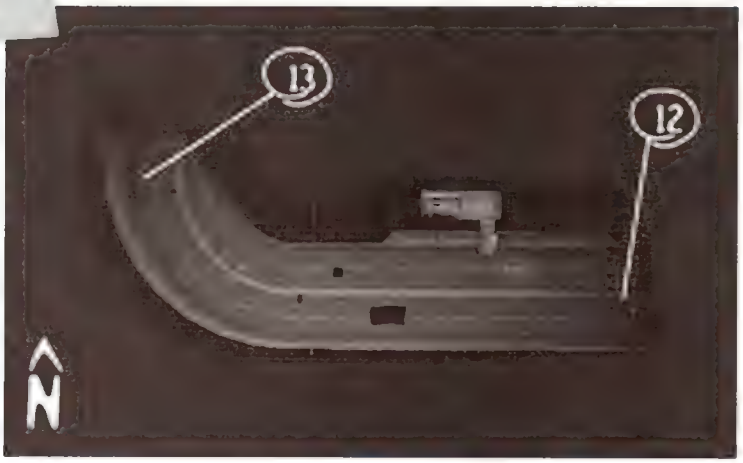
Food or beer	8

Guy who thinks you're Paul

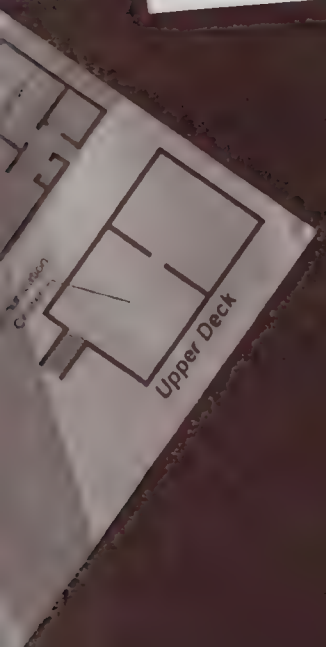
Scrambler grenade	*1,250*
Thermoptic camo	*4,000*
Blueprints for Versalife building	*2000*

Important Items & Secrets

- Augmentation upgrade behind rubble in collapsed tunnel
- Weapon modification under rubble at submerged end of tunnel



Flooded street tunnel



Canal Street

If you go down to Canal Street (14), you'll witness an old-fashioned rumble between the Red Arrow and the Luminous path. The two sides will fight until one or the other is dead. There's absolutely nothing to be gained by interfering.

Down the road a bit, the police have cordoned off the site of another "fatal accident." If you jump the barricades nobody will pay any attention to you, and you'll be able to grab a couple lockpicks off one of the corpses.

Don't forget to hit the ATM on the way out. You'll be back later.

The Mysterious Miss Chow

Now it's time to pay a visit on the famous Maggie Chow. Her luxury apartment is in the Queen's Tower building on Tonnochi Road. (Can't find Tonnochi Road? It's not easy. Stick to the upper levels of the canals and follow the signs.) On your first visit to Tonnonchi Road, a helpful member of the Luminous Path will appear to give you directions.

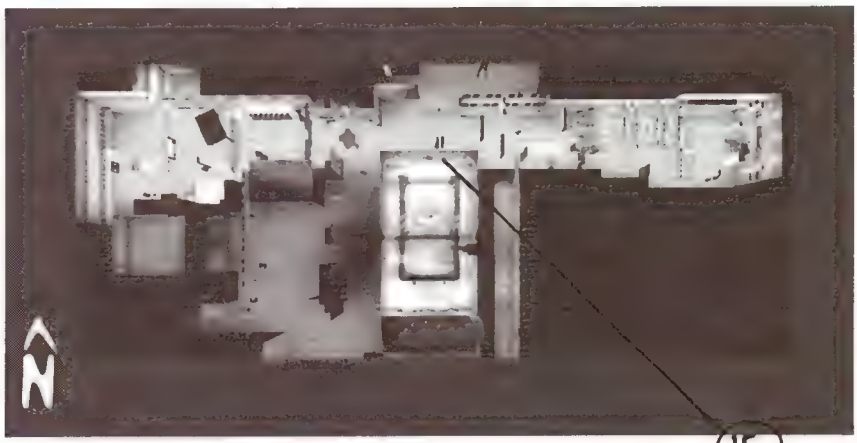
Enter the building (15). Between the concierge desk and the elevators, there's a little lounge that contains a credit chit and a security panel, which you should hack now if possible.

Now go to the elevators. The one on the left goes directly to Maggie Chow's penthouse, and it's the only one you can use right now. Apparently you're expected.

At the apartment, you're met by the maid, May Sung, who takes you to Maggie Chow (16). In a long conversation, she tells you that she knew Paul "intimately," and promises to help you find Tracer Tong. Her story is long and complicated, but basically she wants you to break into the police station in the Wan Chai market to find evidence that she says will prove that *she's* to be trusted, not the Luminous Path. She gives you the entry code for the police station's vault (87342).

None of the above will happen if you've already raided the police station. Instead, just proceed directly to **The Dragon Sword**, p. 171. Likewise if you don't wish to attack the police, you can go ahead to **The Dragon Sword**. But you'll miss out on some neat stuff.

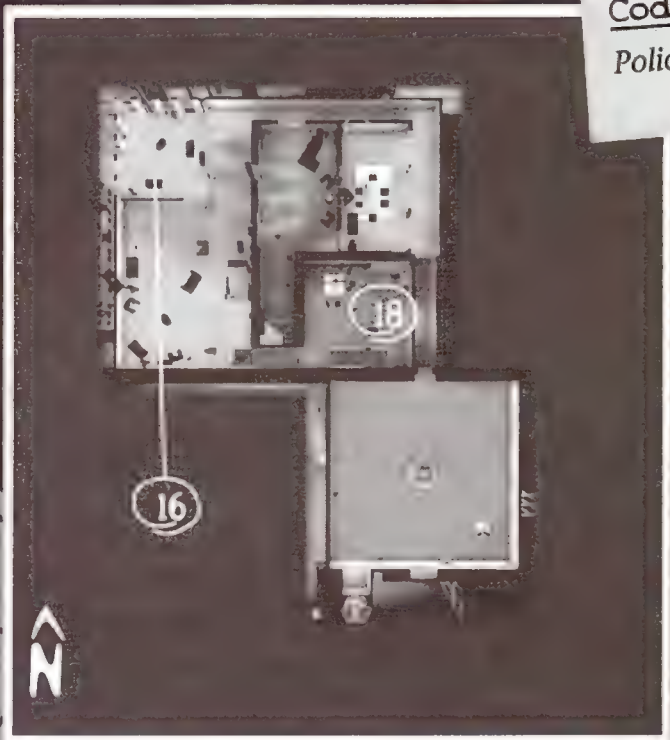
You can look around Maggie's apartment if you want, but if you mess around with the security computer in the conference room upstairs (17), all hell will break loose.



Tonnochi Road

Codes and Passwords

Police station vault	87342



Maggie's Apartment: Bottom Floor

Maggie's Apartment: Top Floor (17)

The Cop Shop

If you want to get in and out of the police station (2) clean, don't use firearms. The acoustic sensors will set off alarms all over the market, and every cop and bot in the place will be on you when you leave.

When you get to the door (try the east door, it's better concealed), pick the lock (or use the code, 911). There are two cops on duty, one in the front room and one in the back. One tactic that works is to pitch a gas grenade in ahead of you (use Environmental Resistance or a hazmat suit to protect yourself from its effects). This should incapacitate both cops long enough for you to prod them before they can set off the alarm or otherwise resist.

Move quickly into the back room. If you can, hack the security panel (among other things, this will make it possible for you to visit the secret cache next door without setting off any alarms; see p. 162). Now go to the trap door and use the security code (87342, obtained from Maggie Chow).

There's lots of neat stuff in the basement armory which you can collect. The most interesting item is a datacube which Maggie probably didn't expect you to find. It reveals evidence that Maggie is working for the Red Arrow Triad, and also discusses indirect means of entering her apartment.

Before you leave, climb up the ladder to the roof. Crouch in the shadows until the sentry there has his back to you, then prod him unconscious. Go back down the ladder (do not jump off the roof) and just walk out the same door you came in by. If everything went well, you can just walk around the market at will — nobody will suspect you of anything.

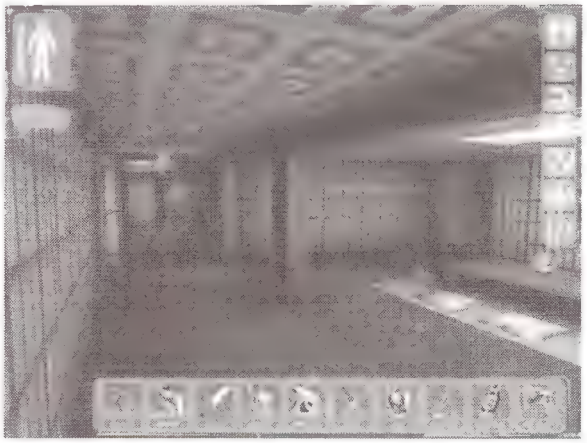
If everything didn't go well, then all the police and bots in the market will now be gunning for you. Do the best you can to evade them and make for the canals. Once you leave the market, you'll no longer be hunted by the authorities (even when you return).

Codes and Passwords

Police station door	911
Police station vault	87342

The Dragon Sword

When you return to Maggie's to confront her with your new evidence, she isn't there. Force your way in. Her maid, May Sung, will pull a pistol and try to call for guards; take her out.



Maggie Chow's Secret Room

Maggie has a detachment of MJ12 guards stationed in a hidden guardroom (18). The main entrance to the hidden area is in the dining room, with a secondary entrance in the corner of the living room. You can open the primary door by yanking on the lantern hanging in front of it. You can also open the doors by hacking the security panel on the second floor, but this will set off the alarm. If you read the books in the conference room, you'll get a hint as to Maggie's computer and security code (login mchow; PW insurgent). Consider using a LAM to trap the entrance to the guardroom before you open it. Once the guards from the guardroom are all cleared out, you no longer have anything to fear from setting off alarms, because no one's left to answer them. In the guardroom are some useful supplies, including a Clip weapon mod.

Beyond the guard room is the lab where the Dragon's Tooth Sword is stored (19. p. 172). You can either open this door from the security panel upstairs, pick your way in, or figure out the security code, which is based on Maggie's birthday (718, mentioned in a data cube in the conference room). Likewise, the container for the sword itself can either be opened with multitools, or from the computer in the corner. When the case holding the sword is open, Tracer Tong will finally contact you. Instead of volunteering to flip off your killswitch, however, he orders you to report to to Max Chen at the Lucky Money Club. (Once you release the sword from its container, you don't actually have to take it with you, but it's a very useful item.) If you check out the holo-projector in the corner, you'll see that Maggie's in touch with Walton Simons.

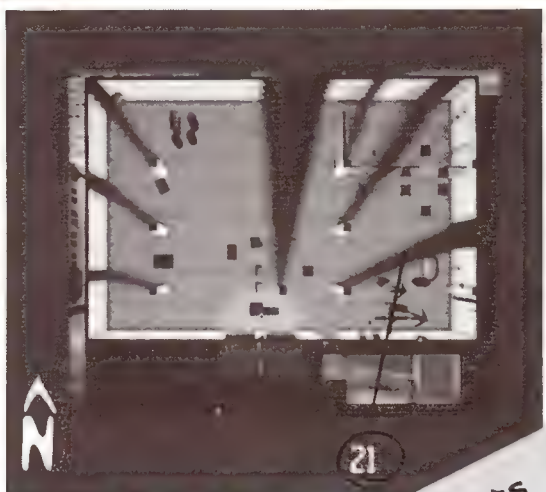
If you're curious, on your way out you can check out some of the alternative routes into Maggie's rooms. These include the roof (with its access to the elevator shafts) (20) and the renovation project on the seventh floor (21), where you'll find codes for the elevator bypass pad on the roof (1709) and the code to get to this floor from the lobby (3444, which you can also get from the public terminal on the first floor). There's a junkie squatter who'll warn you about the guards for cr20. You can scope out the alley access (22), if you used the security panel to turn off the camera and open the gate.

Maggie's Apartment: Bottom Floor

Queen's Tower Helipad 20

Codes and Passwords

Maggie's computer login	login mchow PW insurgent
Guard room and sword container	718
Elevator bypass code	1709
Seventh floor elevator	3444



Queen's Tower: 7th Floor

Important Items & Secrets

- Guard room and Dragon Sword through secret door in dining room

Tonnochi Road

EMISSARY

Enter the Lucky Money club via a long mall (23, p. 174), well guarded by local police. You can try to break into the convenience store (24), but it's hard to do without attracting the attention of the police. If you do get in you'll be able to collect quite a large sum of credits, but it's probably not worth the risk.

At the door (25), a couple of club girls will try to sponge cr20 off you for admission.

Inside, talk to all the colorful locals in the club. If you pay the mama-san the cr100 she asks for, one of her girls will follow you around all the club's public areas, and do absolutely nothing useful. There's a pair of Versalife employees upstairs having a very interesting conversation you can listen in on. Also talk to a would-be Triad thug who'll give you the password to the convenience store computer (login management; code324).

Once you've talked to everyone, go to the bartender (26). Tell him Maggie Chow sent you. He'll send you back to Max Chen.

On your way back to Chen's office, notice the walk-in freezer (27). Although it has a very strong lock, it also contains a good cache of weapons and ammo (plus plenty of cold beer).

Pass through the Triad conference room; don't get mad at their polite insults.

When you present your evidence to Max Chen (28), he commits himself to a cease-fire with the Luminous Path while he investigates your claims. So far so good. Unfortunately, an MJ12 raid interrupts your negotiations.

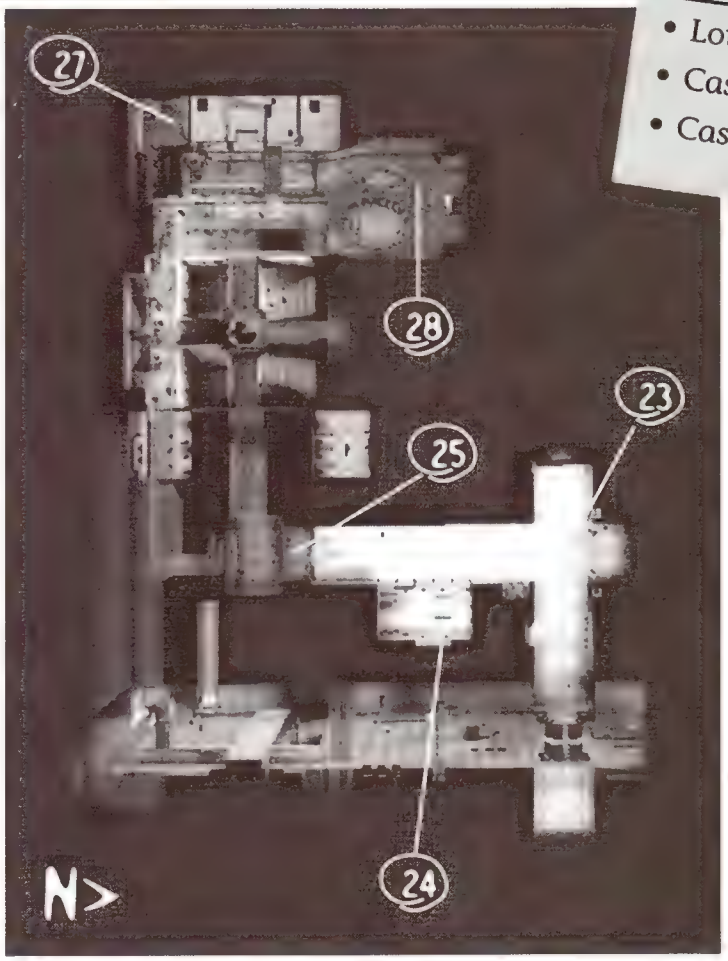
This is your first encounter with the heavily armored MJ12 commandos (see p. 89). Let the Red Arrow fighters take the brunt of the assault; hang back and try to take out any stragglers. Afterwards, don't forget to check all the bodies ... some of the club patrons have useful stuff.

During the fighting is a good chance to sneak down to the club office and steal the credits from the wall safe, if you're so inclined.

On a similar larcenous note, after the raid is the best time to hit the convenience store. There's a chance the cops will all be dead from a rogue commando, and even if they're not they're probably all bunched up in their alcove, to be taken out easily with a gas grenade and a riot prod. Once the cops are out of the way, all you have to do is pick the door, grab anything useful, use the password to get into the computer and open the wall safe, grab the credits, hack the ATM and stroll out — a profitable few minutes.

Important Items & Secrets

- Lots of stuff in walk-in freezer
- Cash in safe at door
- Cash in safe in convenience store



Lucky Money: Lower Level

Things to Buy

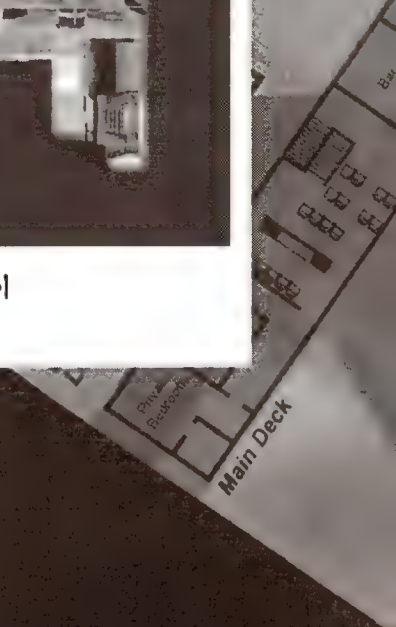
Bartender

Beer	15
Wine	120

Lucky Money: Upper Level

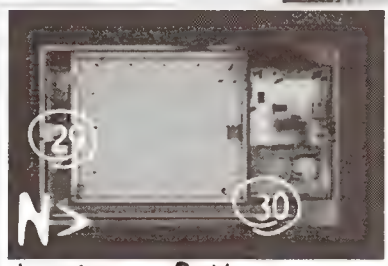
Codes and Passwords

Convenience store computer	login management PW code324



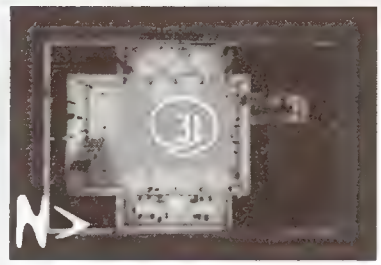
TRACER TONG

When you get back to the Luminous Path compound, Gordon Quick (29) gives you the code to the door (1997) with no further nonsense.



Luminous Path street level

Once inside, don't worry about hacking security, and help yourself to anything that looks useful. As long as you don't attack anyone, this place is safe for you. Go to the building at the end of the compound and turn right. Go down the long hallway (30) along the southern side of the compound until you get to the training area (31). On the north wall is a keypad that will open the concealed door to Tong's lab (use the same code as the one at the front entrance, 1997).



Luminous Path basement

Go down into the cellar room (32) and press the button. This opens the way to the lab proper, and Tong himself is waiting to greet you. In the entry room (33), grab the nanokey on the table.

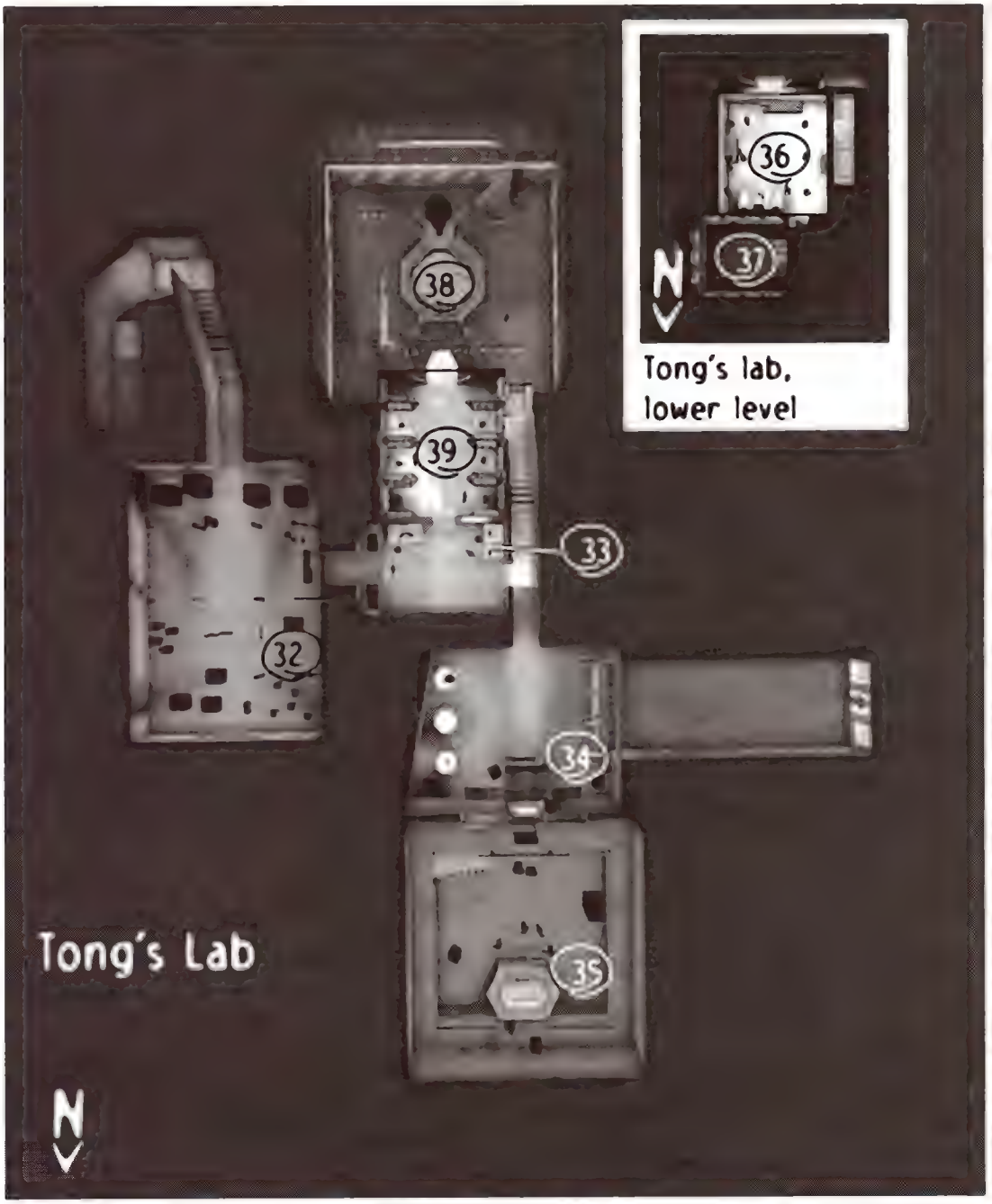
Take a quick lap around Tong's digs. The firing range (34) contains your first box of 20mm HE ammo, as well as a Clip weapon mod and other useful items. Beyond it, in the cryo lab (35), are a repair bot and more goodies. There's a sickbay with a medbot (36), and in the data processing center (37) you'll find your old buddy Alex, who has an intriguing theory about Daedalus. He also gives you an e-mail address that you can use from the lab (login jcdenton; pw sanctuary).

Codes and Passwords

Luminous Path compound / Tong's lab	1997
Your email address	login jcdenton PW sanctuary
Versalife entrance	06288

Finally, there's the main operating theater (38), where there's another medbot. There, Tong will deactivate your killswitch; just get up on the platform and hold still for a second.

Back up in the control room (39), Tong makes a persuasive case for you to continue to work for him. He wants you to go into Versalife and steal the ROM encoding for the Dragon Sword. He says this is the last bit of knowledge needed to cement the peace between the Triads. Tong gives you a code to get into the Versalife building (06288) and the name of a corrupt official — a Mr. Hundley — who'll put you on the path to your goal ... for a price.



Tonnochi Road: Jock's Place

But before you begin your raid on Versalife, what about that key labeled "Jock's Tonnochi Road apartment?"

Go back to Tonnochi Road. Across the street from the Queen's Tower is a short alley with an elevator (40). Get in the elevator and take it up, then go up the stairs until you get to a locked door. Hey, whaddaya know? Not much of a building, but inside it's *nice*! Make yourself at home, help yourself to anything useful, Jock won't mind. Notice that Jock's balcony commands a good view of Maggie Chow's living room ... talk about scenic views. A datacube has Jock's private e-mail password (login flyboy; pw 5x5).

When you leave, continue up the stairs until you get to the ladder. Climb up to the roof, then walk over to the edge and drop down to the ledge below (there's a window here you can use to get back inside). If you make a rather tricky cattycorner jump to the SE, you'll reach a ledge that contains an abandoned sniper's nest, complete with rifle, ammo and tech goggles.

If you're feeling really daring, continue east to the end of the ledge. Don't even think of trying this unless you have at least a couple levels of the Speed Enhancement aug (and either Regeneration or a good supply of medkits as well). But from here you can, if you're *very* careful, cross the road on the catwalk and make your way down to the billboard below. There's some useful stuff here, but don't try this stunt just for goodies. Like Mt. Everest, do it because it's there.

Jock's apartment

Important Items & Secrets

- Sniper ammo on ledge
- Useful stuff on billboard

Codes and Passwords

Jock's e-mail	*login flyboy* *PW 5x5*

VERSALIFE

Go to the Versalife entrance and use the code Tong gave you (06288). You emerge in the opulent lobby of the Versalife corporation (1). The receptionist tells you that you can find Hundley upstairs.

Hundley's perfectly willing to let you into the labs, no questions asked ... for cr 2000. If you'd rather not pay up, you do have options. The first is the nervous chap working in the third floor cubicle (2). He'll set you up with lab clearance for free ... if you assassinate Mr. Hundley first. The third option doesn't involve getting your hands dirty at all. You can access any computer, and forge yourself a bogus ID. Login information for the computers (Login all_shifts; PW data_entry) can be found on a datapad in a second-floor cubicle. (But, if it matters, should you decide not to kill Hundley, the next time you see our anxious employee, he'll be floating facedown in a canal.)

Once you've got your clearance, go down the hall on level three and take the elevator (3) up (6512, no matter where you get it from).

You emerge in a grand hall (4) that makes it clear that around here, nobody's even pretending that MJ12 doesn't exist. A bureaucrat welcomes you to the secure area, but makes it clear that you're to mind your Ps and Qs. (Not only should you not do anything violent, but trying to break into locked cabinets and such is also strongly discouraged ... hacking, however, is safe.)

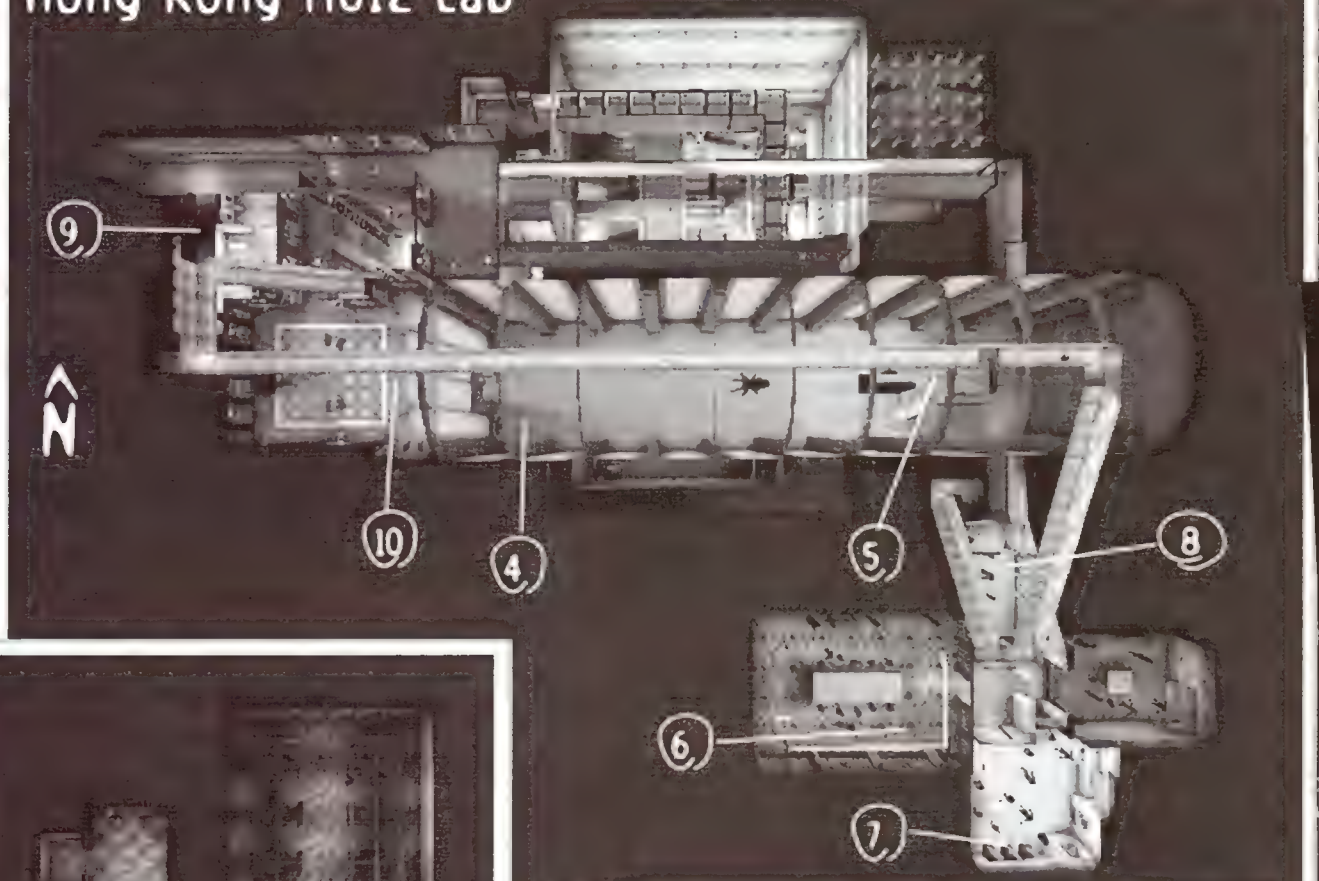
Go past the statue (5) and take a right. Go up the stairs to the south. There's a datacube on a table in the meeting room (6). There's another datacube in a locked cabinet in the room, but if you try to get at it things will become unpleasant. Maybe later.

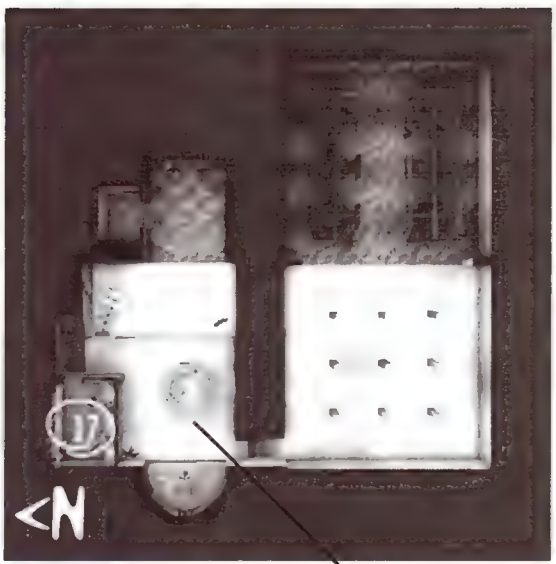
A datacube in the break room (7) gives you a code (525) to "initiate a cascading shutdown sequence" in the "UC." Sounds nasty. Also note the grate in the unisex bathroom (8) that will get you into the air conditioning ducts.

Go back to the statue room, but this time take the north entrance. Stop to sightsee as you cross the transparent floor. Is that a ... dead space alien on the table? Continue until you get to the elevator and go up (9).

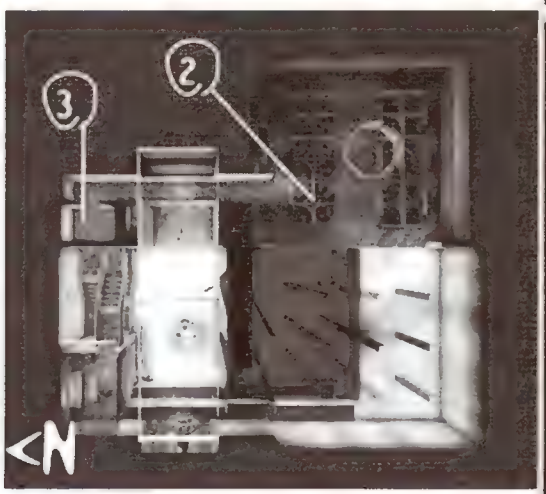
Nice view (10). There's a key to the magnetic augmentation chamber (whatever that is), a datacube with some promising information about computer access and, oh look! A security panel! Taken together with the information you found in the meeting room, you now have a pretty good idea that login mchow; pw damocles will get you into most computers around here. Use this password to logon to the panel, which not only turns off all the cameras in the neighborhood, it will also let you open the door in the base of the statue below.

Hong Kong MJ12 Lab



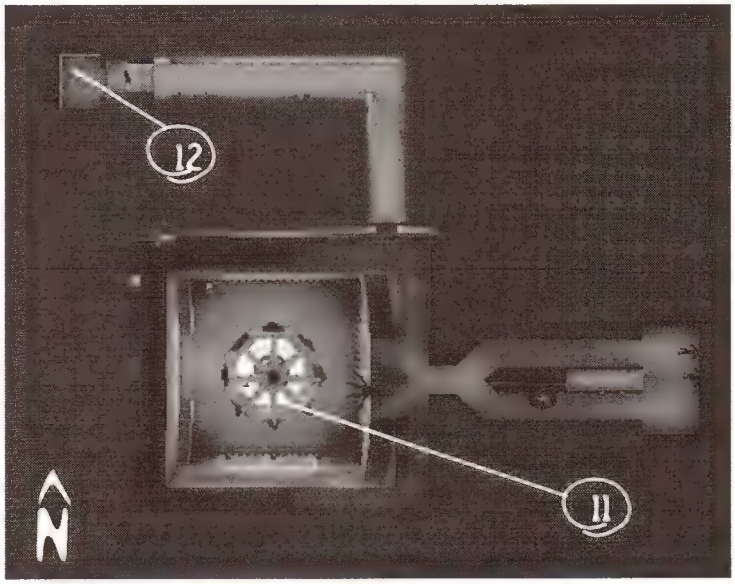


VersaLife, 1st Floor



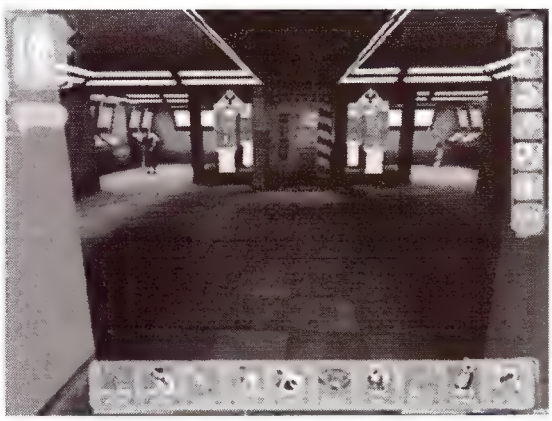
VersaLife, 3rd floor

Now you can go down the stairs at the base of the statue, into the laboratory proper. The big computer (11) is what you're here for, but since you have the clearance, you might as well do some sightseeing first.



MJ12 Lab, level one

The entrance to "Level 2" (12) seems to be sealed, but down the hall from the computer room you come to a guard barracks (13). Beyond that is the laboratory you saw from the transparent hallway (14). The place is guarded by lots of MIBs and WIBs (one carrying what looks like an exact copy of your Dragon Sword). In an upper chamber (which you can't get to, in case you're wondering) none other than Miss Maggie Chow is talking to a man who you may recognize as the billionaire Bob Page (of course, in the rather unlikely event that something's happened to Maggie, you won't see this).

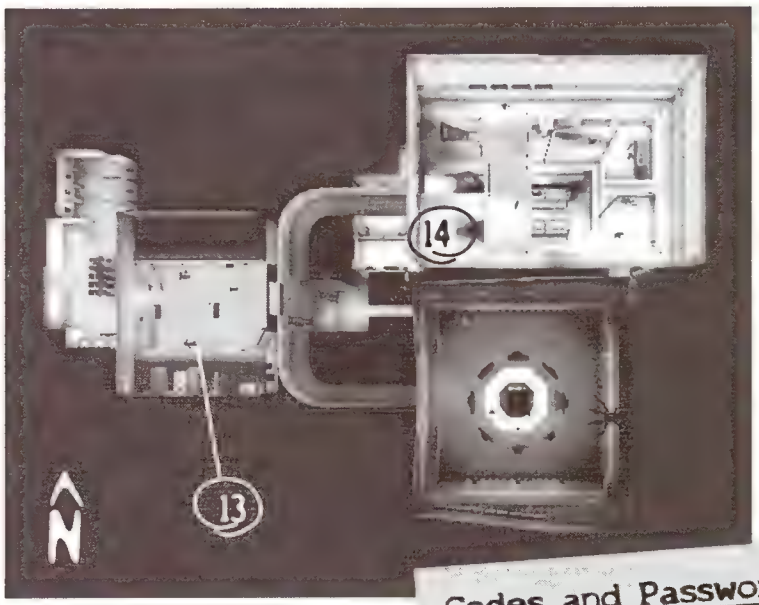


Magnetic Augmentation Chamber

Yes, it certainly looks like a dead space alien on the table. Even more interesting, in the radioactive chamber at the back (15) there seems to be a live space alien or two running around. You also find out what a "magnetic augmentation chamber" is. It's a place where no fewer than 3(!) augmentation canisters are stored (16).

Now go back to the big computer and use the mchow/damocles combination. Once you download the sword ROM, you're officially *persona non grata* at Versalife. You can try to get out quickly and cleanly as possible (don't worry about what you might miss, you'll have another chance at it), or you can clean the place out. Just for the sake of thoroughness, let's assume the latter.

Your best bet is to take to the ventilation system (you can enter from the unisex, or from the lab) and use it to thin out the opposition before you go for the Sword ROM. Or you can fight your way out of the computer room and go for the ducts from there.



MJ12 Lab, level two

Things to Buy

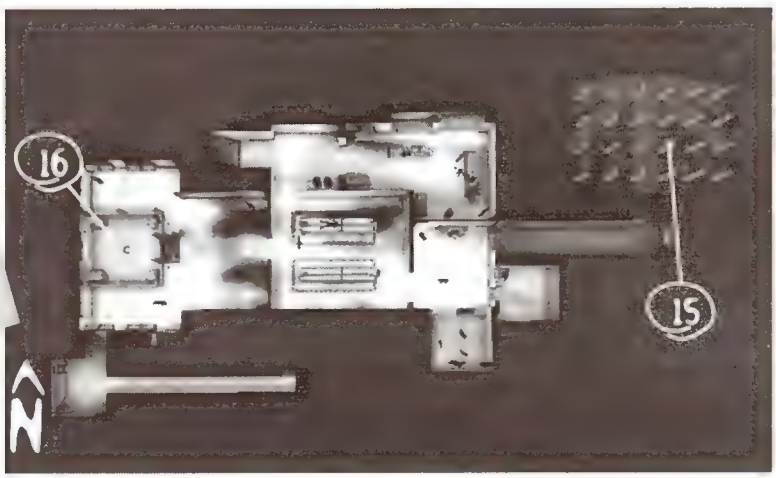
Mr. Hundley	
Access to lab	2000

Codes and Passwords

Versalife entrance	06288
Versalife computer login	login all_shifts PW data_entry
Elevator code	6512
Security login	login mchow; PW damocles
Shutdown UC	525
Magnetic testing chamber	5878
Security system	login MJ12; PW security

Important Items & Secrets

- Augmentation canisters in magnetic chamber



MJ12 Lab Bottom Level

If you take the ducts back to the unisex, it's convenient to go back and find out what that datacube in the locked cabinet in the conference room says (it has a code to the "magnetic testing chamber," 5878). You'll have to take out the two guards in the break room (watch out for the one with the flamethrower), as well as some guards in the security station across the hall from the conference room. There is some cool stuff in there, as well as the code for the security system (login mj12; pw security, don't you wish you'd tried that?).

Of course, what you're really wondering about is, "How do I get those three nano-augs?"

Basically, first you have to clear out the guards in the immediate area. Now you have a choice — you can use your key or the security code (5878), either one will do — to open the door and trust in a hazmat suit (there's one in a room to the north) or Environmental Resistance to keep you alive long enough. Or, you can log onto the computer (using your mchow access) and use that to open the door and get rid of the radiation. You'll need to get on the computer if you want to get at the first aug canister (Spy Drone or Aggressive Defense System, which you probably already have) and the biocell. You'll have to use multitools to break into the back canisters (left, eyes; Vision Enhancement or Targeting / right, subdermal 2; Radar Cloak or Transparency). There's a medbot right there that you can use to install the augs.

There's not much else in the lab. You can let the crazy guy out of the cell, if you want (the key is nearby). Don't mess with the grays in the radioactive room, unless you just absolutely have to have the experience of killing an alien (like you won't get your chance later).

Now all you have to do is fight your way out.

There's some stuff in the troop barracks, but probably not enough to make it worth your time dealing with the troopers. Don't forget that you have to deal with the commando and the GEP gun trooper in the statue room.

Once you get back to the office portion of the building, you can take to the ducts to avoid security, and try to make a dash for the door, or you can fight your way down stairs by sniping. If the alarm gets set off the security office (17, p. 179) will empty, which is maybe not such a bad thing ... there's a Clip weapon mod in there, plus some ammo and all the building's security controls (although it's probably a little late for that).

When you return to the market, Tong directs you to meet the Dragon Heads of the two Triads at the little temple in front of the Luminous Path compound (41), where a lasting peace is declared. Chen and Quick invite you to join them later at the Lucky Money for a celebration.

THE UC

Important Items & Secrets

- Augmentation canisters in UC chamber

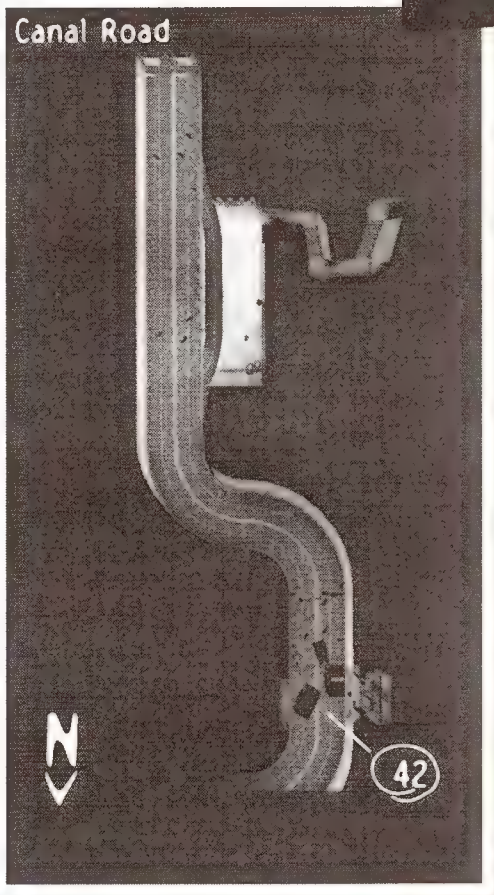
If you return to Tong's hoping for some well-deserved R&R, you're in for a letdown. Tong wants you to go right back into the MJ12 complex, to find out what's in the mysterious "Level 2." He has a code (55655). He also tells you of a secret "back door" from Canal Road.

You don't have to take the Canal Road route. If you want, you can go in the front door of Versalife and just blast your way to the Level 2 entrance and enter Tong's code. That's messy, though. If you do it this way, expect to face a lot more commandos than you did before, plus a damn big spider bot by the statue.

If you do go the Canal Road route, you'll find the gangsters, cops and barricades are all gone. There's just a door at the far end of the street (42). Enter Tong's code and go in. There's a water-filled pipe inside. Dive right in.

You emerge in a water-filled room (1). Climb up into a pipe, and then continue climbing until you reach the exit. When you go through the exit (2), make sure to check the floor ... there's a datacube there, with a "door seal code" (768). About now you're contacted by Daedalus, who tells you he wants you to blow up some gizmo called the Universal Constructor, which MJ12 uses to manufacture the Gray Death! He even gives you a code to do it (525).

At this point you can go up through the grate in the floor, and walk right back to Level 1 of the lab (3). However, if you plan to do this, do it now ... once an alarm goes off, Level 1 will be sealed off. (This doesn't apply from the other side, however. If you go to Level 1, you can always get back to Level 2, no matter how big a mess you make.)



Codes and Passwords

"Back door" to lab	55655
Door seal code	768
Shut down UC	525
Lab computer access	login mchow PW damocles
Lab security code	login mj12 PW security
Augmentation canisters containment chambers	01, 02, 03, 04

Looking the other way when you come up out of the floor, you may notice an observation mirror in the corner, in which can be seen a commando and a security bot (4). Either stealth or high explosives are called for.

Pop back down the grate in the floor and go around to the door (5). Use the door code to open a whole series of doors, at the end of which is an oddly-configured door/ramp thingie opened by a button. Go through this portal and up to where you'll find a keypad and a security panel on a pedestal (6). The keypad opens the door leading to the hallway with the bot and the commando, while the security panel, amusingly enough, still takes the mj12/security password combination you learned on your last visit.

There are two ways to get to the next room. First, you can go back to the ramp/door thingie, press the button, and try to scurry over it while it closes (which opens the way to the next area), after which you can hack the electrical panel at the base of the stairs to take out the laser triggers.

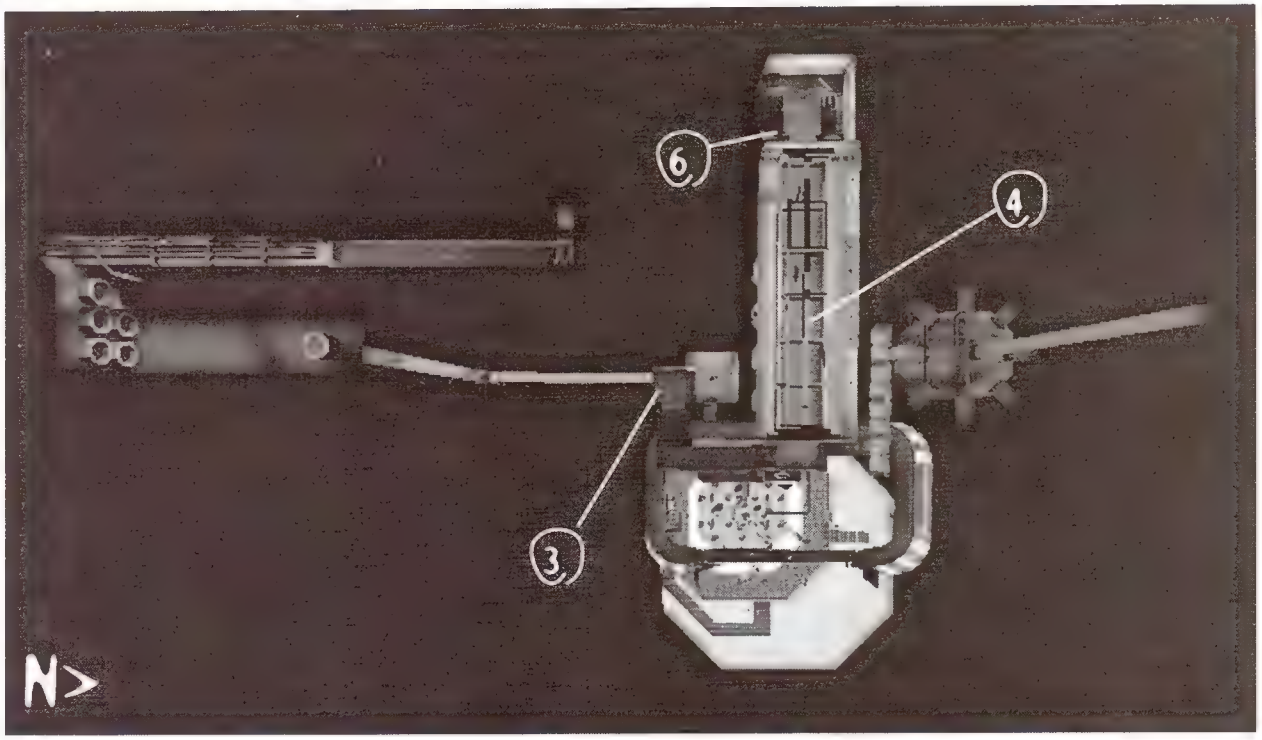
The other way is to take the grate on the stair landing. There's one on each side. The unlocked one doesn't go anywhere (but it could possibly be used as a foxhole, in the right circumstance). The other one requires lockpicks to open, but it takes you through a duct that leads you right to the computer you're looking for, overlooking the UC itself. There's a scientist standing by the computer (7), and a commando patrolling nearby. As for the two bots at the end of the hall (8), they don't even activate unless an alarm goes off, so try to take the humans out quickly and quietly.

There are some goodies in the little room next to the computer (9), and also a security panel. The button on the wall will deactivate any still-active bots. Alas, the mj12/security combination no longer works on the security system, but hack it if you can. The datacube in the cabinet is interesting, but not directly useful to your mission, so feel free to skip it if you're running low on lockpicks.

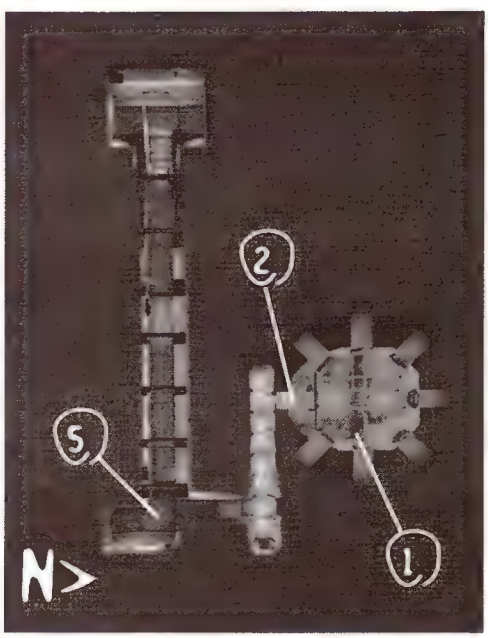
Log on to the computer using mchow/damocles, and use the special options to upload the data Tong wants, then hit the "open security doors to the UC" button to open the robot maintenance hatch (10).

Climb down the ladder and go around to the suspended chamber (11). Inside are, yowza!, three aug canisters and an upgrade. If you've got all the augs you've had a chance at so far (including the three in Level 1) you have your chance now to complete the set.

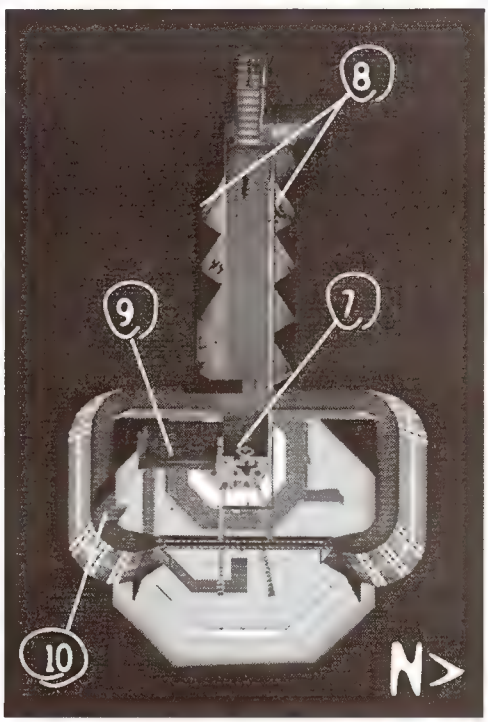
Don't waste tools on the containers; the codes are only double digit, you can figure them out yourself. Heck, we'll just tell you ... 01, augmentation upgrade / 02, legs; Speed Enhancement or Run Silent / 03, torso 2; Aqualung or Environmental Resistance / 04, torso 3; Power Recirculator or Synthetic Heart. (This is your *only* chance to get a Power Recirculator/Synthetic Heart canister.)



MJ12 Lab Section 2



MJ12 Lab Section 2;
Tunnel Entrance



Universal Constructor

There's a medbot just down the ladder (12) waiting to install your new augs, but don't get too eager. There's also a seriously torqued Maggie Chow with a Dragon Sword of her own (unless, of course, she's somehow already dead). It's a kill-or-be-killed situation, but it shouldn't be too tough to take Maggie, especially if you don't let her close with you.

Approach the north side of the catwalk. A keypad on a pedestal pops up (13). Now's a good time to install your new augs and upgrade, then enter the 525 code and watch the UC start to shake itself to pieces. I hope you got everything you needed from above, because it's all going to come crashing down in a second. Entering the destruct code also releases a couple of spiderbots to be dealt with.

Jump down to the floor of the UC, then climb down the ladder to the sub-level. You need to run across to the pipe with the ladder on the side (14), which looks easy enough, except the stuff at the bottom of the UC is toxic. If you wait for the explosions to stop, it's easier to see where you're going from above. All this time Tong is helpfully rattling on about the Illuminati or something.

You'll come to a pool containing a dead frogman, a live baby karkian, and some crossbow ammo (15). Avoid or dispatch the karkian, then take the exit pipe out. It's long, but there are a couple of places along the pipe where you can grab a breath of air.

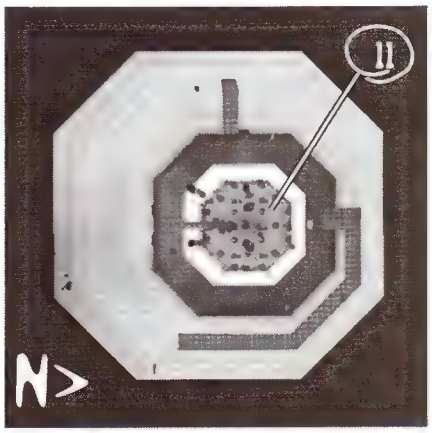
You come out in a room with some pipes and a strong current. Climb up on land and make for the exit, where you'll find a multitool. Continuing along your way, you emerge from a pipe overlooking the canals.

Now comes Forty time. This would be a good time to drop in to the Lucky Money for that drink you promised the Dragon Heads. They'll make you take lots of expensive wine and talk about absolutely nothing of any importance.

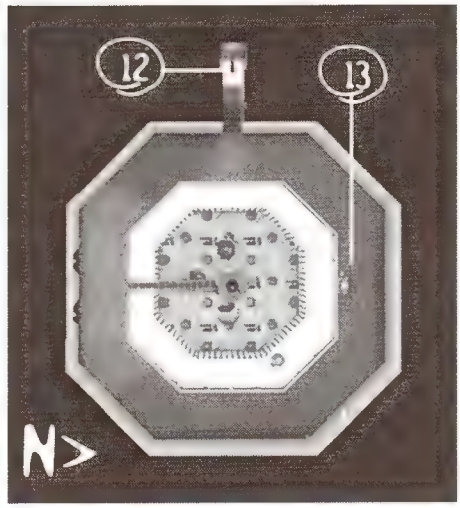
When you get back to Tong's, you notice some changes ... some of the guards are wearing Red Arrow colors. You may also find it's old home week. If you saved Paul's life, he's waiting for you when you arrive. He tells you he's feeling a bit rocky and is going to take a couple months' vacation, but just go ahead and save the world like a good boy, OK? Now, aren't you glad you saved him?

Likewise, if you told Jaime Reyes to escape UNATCO ASAP, he's waiting for you in the sickbay, with a nice new nano aug.

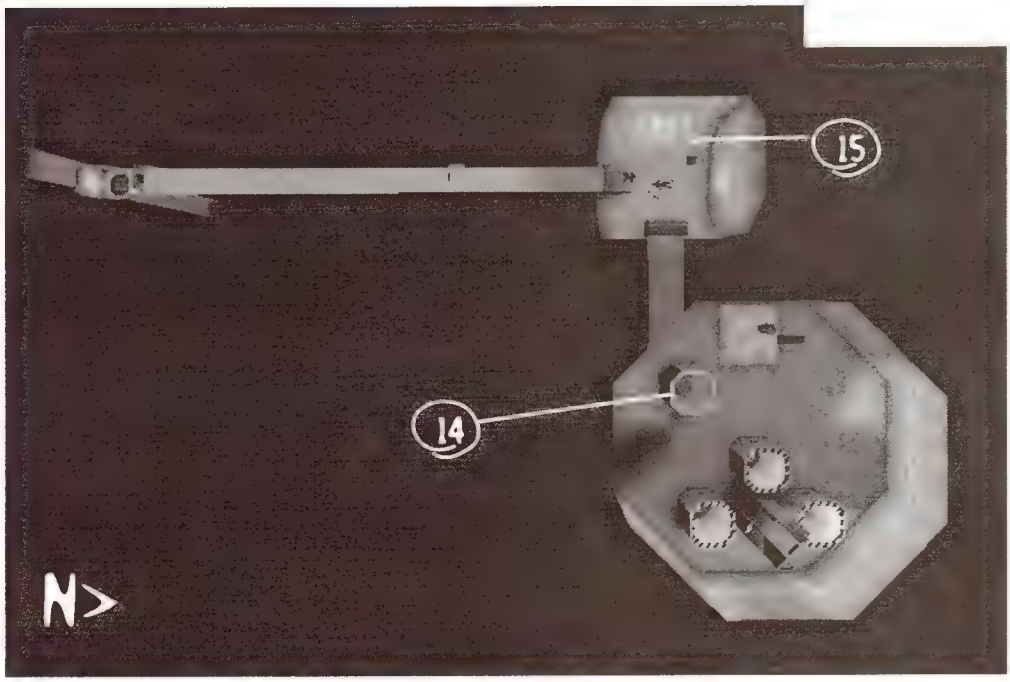
When you report to Tong, he tells you he's sending you back to New York. Apparently a whole supertanker full of Gray Death is on its way to America, and guess who gets to sink it. First, though, you have to contact one Stanton Dowd, a member of this so-called "Illuminati." Jock is waiting in the courtyard of the compound.



Catwalk Level in UC



Bottom of UC



Pipe Exit from UC

The Supertanker

NEW YORK REQUIEM

Just when you thought Hell's Kitchen couldn't get any worse ...

Jock sets you down on the roof of the 'Ton. Tong lets you know that martial law has been declared and the troops are under orders to shoot on sight.

Your mission is to get to the Underworld Tavern and get Harley Filben to set up a meeting with Stanton Dowd, but since you're going past the window anyway, you might as well check in your apartment. There are a few stray useful items in Paul's secret room. There are a couple of riot cops down in the lobby.

Out on the street, your major task will be to deal with the security bot on patrol. Once it's out of the way, you can avoid the rest of the patrolling troops or eliminate them at range. Taking out the cops presents problems, since every cop you kill spawns two UNATCO troopers. They are ruthless and bloodthirsty and will locate you quickly. the best bet is to avoid the cops all together or you will have a major firefight on your hands.

If you decide to go back down to the sewer, you'll discover that there are a few new goodies, most of the laser triggers have been reset, and MJ12 has stationed one extremely bored and paranoid trooper on the bridge with a sniper rifle.

While you're running around town, you'll get a strange message from Daedalus. He seems to be going schizo on you.

Once you feel comfortable moving around the streets, head for the Underworld Tavern. Jordan's been forced to raise prices and she's about to start packing. Don't tell Jordan Shea about your desire to meet Stanton Dowd. She will report this to her MJ12 bosses (Yes, she actually is a secret informant) and you will find yourself being shadowed by a thug on the streets. Definitely talk to Sandra and her soldier-boy friend at the bar, Vinnie. Show some sympathy for Vinnie's story ("Maybe I'll check it out for you.") and he'll do you a big (and we do mean *big*) favor very soon.

Harley's sitting in the back room. Once he hears your story, he agrees to arrange the meeting with Dowd. He doesn't even ask for money. He also has one other little request for you ... would you mind terribly popping over next door to the Free Clinic and killing Joe Greene? According to Harley, Greene is a spy for MJ12.

Like the rest of Hell's Kitchen, the clinic is virtually deserted. A single nurse is left to lock up. Somebody's torn the doors off the surgery bay, so the medbots are available to all. Joe Greene is standing in the doorway of the examining room. If you decide not to kill him,

you'll still get the meeting with Dowd. On the other hand, the world would probably be a better place without him. Your call. If you leave Greene alive MJ12 will send a street punk to follow you around and monitor your movements. If this guy catches sight of Stanton Dowd he will open fire and signal in a bunch of MJ12 troops to try and take you and Dowd out. This is the same punk that Jordan will send to follow you if you mention your meeting with Dowd.

You meet Dowd at the burnt-out ruin that was the Osgood and Sons warehouse just a few hours ago. He's standing in the north-east corner behind the fire barrel. He doesn't look well. He tells you where to find the tanker, how to scuttle it, and gives you a very detailed image of its interior. To take out a supertanker, you'll need high explosives. Dowd suggests you see the Smuggler.

Things to Buy

Jordan Shea

Beer or candy	30

The Smuggler

GEP ammo	2500
6 LAMS	2400

On the way to Smuggler's, you're contacted by Gunther who, with his usual foresight and subtlety, warns you that you're going to be ambushed in a few minutes.

The Smuggler is his usual sunny self. He offers to sell you a box of GEP ammo for 2500, or a half-dozen LAMS for 2400. Either will get the job done at the freighter. If you don't have the money, he suggests raiding the ammo storage facility at the base. You have a chance to warn him about the upcoming raid on Hell's Kitchen. There's a nice assortment of goodies up in his secret stash.

Say goodbye forever to Hell's Kitchen. Get up to the roof of the 'Ton and get out of town.

BROOKLYN NAVAL SHIPYARDS

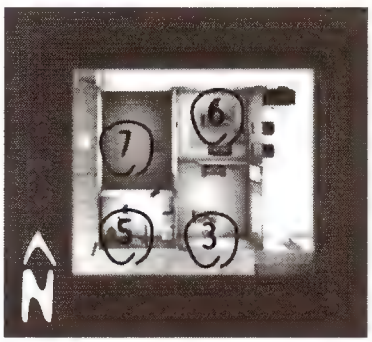
If you made friends with Vinnie the Marine at the Underworld bar, then when you arrive at the Brooklyn Naval Shipyards you discover that word of your coming preceded you. The Marines guarding the gate (1) won't try to stop you. In fact, they'll hand over the key to the main gate.

(There's an alternate route in, through the sewers using a manhole outside the main gate, but it's a *lot* tougher, trapped with laser triggers and grenade traps.)

Once you're inside the gate, however, all the troops are in the pay of MJ12, and your free pass is cancelled.

If you feel like you have enough explosives in your inventory to scuttle the freighter, you can make your way around to the ship and skip the outbuildings, but we'll take the scenic route.

Let's go check out that warehouse, shall we? Just to your left as you enter is an office (2). In the desk (3) is a key to the three supply trucks parked outside (4), and a datacube with the security password (login usfema; PW security). In the bathroom (5) there's another cube with the entrance security code (0909). In the inside office (6) are a bunch more keys, to the supply closet, the commander's office and the ammo storage warehouse.



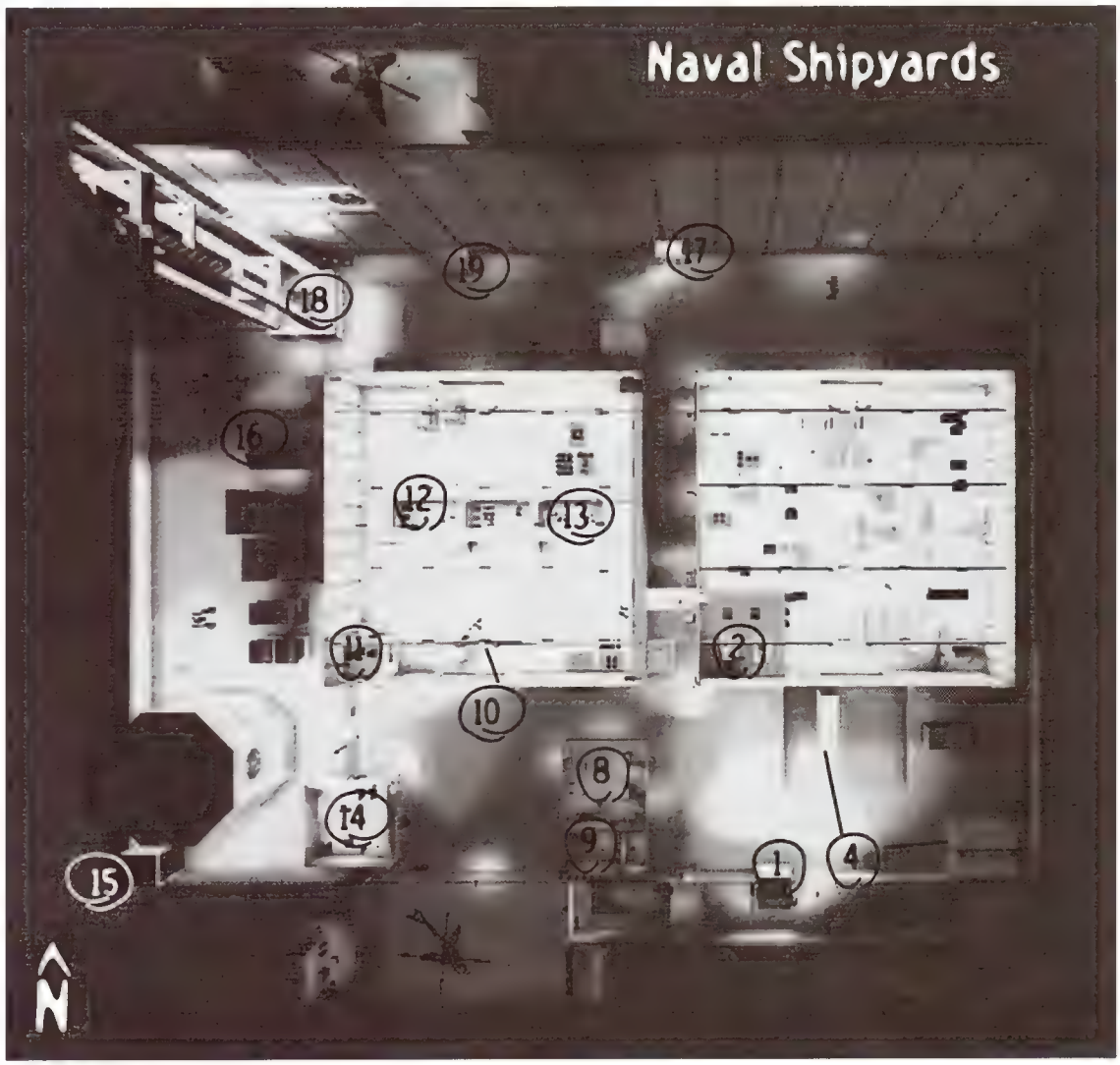
Receiving Office

There's also a security panel. The cameras and turrets mostly have to do with the sewers, but there's also a special option that allows you to deactivate the military robots around the building, or order them to attack everything if you prefer.

The final door in the office area, with the very good lock, leads to a closet (7) with some ammo and supplies.

Now go up to the storage area on top of the office. There's an assault shotgun, some Sabot shells, and some rockets there. Watch out for the guard on the catwalk, he's got LAMs.

Go for the office building outside (8) and pick the lock. There's a security camera right over the door, so the only way you're going to get inside without setting off an alarm is by reaching up and deactivating it right away. Go around and check all the file cabinets and office drawers. Don't waste picks on those you can break open. In the locked drawer of a file cabinet on the west well, you find a datacube that tells you that the office next door (9) has been set aside for the use of Walton Simons. It also gives you his computer logon (ID walton, PW simons, cleverly enough).



Use the security password you found in the warehouse (usfema/security) to get into the security panel, and turn off the cameras and open the doors.

In Simons office, you'll find a Reload weapon mod in the desk, and an aug canister (torso 1: Aqualung or Environmental Resistance) in the safe. There's also a datacube describing Walton's nano augmentations (you need to know what you will be up against later).

One of the doors you just opened was the ammo storage (west) warehouse (10), which means that when you leave the office, the two security bots guarding the warehouse will be able to see you, and you them. Avoid them or take them out first. If you blast them, be prepared to deal with some additional attention from the guards.

Enter the ammo storage warehouse and go to the hut in the corner (11). When you open the three storage areas (the three numbered buttons on the control panel) you'll release a couple more security bots from the third, which need to be dealt with. The roof of the hut is a good platform for bot hunting, and they even provide a LAW for your convenience. Another amusing tactic is to open bin 1 (12) (which has no bots), take the TNT crates there and move them to the front of bin 3 (13), then when the bots come out use the TNT to ruin their whole day. Besides the bots, bin 3 contains a couple of LAMs and a LAW, the high explosives Smuggler told you you'd find. Speaking of Smuggler, by now Jock has contacted you to tell you that Gunther led a raid on Smuggler's, but if you warned him it was coming, he got away.

Important Items and Secrets

- Augmentation canister in Simons' safe
- Reload weapon mod in Simons' desk
- LAMs in ammo warehouse bay #3

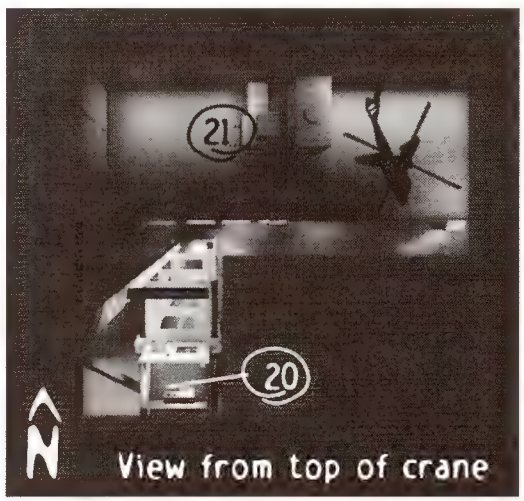
The building by the fence (14) contains some supplies and a repair bot, which you're probably ready for by now. The very tough keypad on the wall will open the gate (which can be done much more efficiently from a security panel).

There's a little garage-like structure in the southwest corner with a bright shiny button on the side (15). This structure (if it's still closed) contains a military bot, and if you push the bright, shiny button this bot will come out and try to kill you. We recommend that you do not push the bright, shiny button.

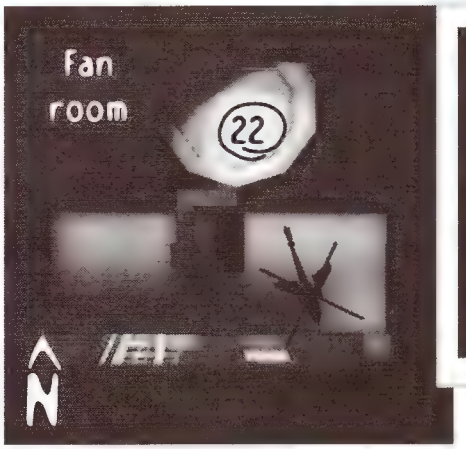
The next building you come to is a hazardous material storage area (16). It contains a suit of ballistic armor, and nothing else of interest.

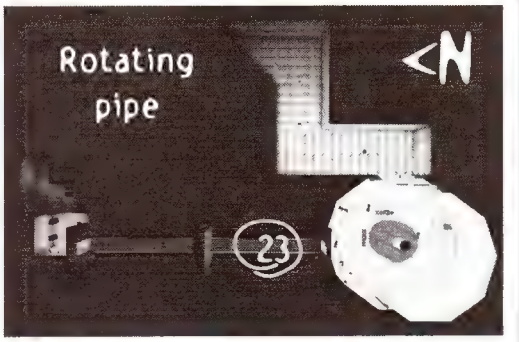
Now you're ready to enter the main assembly building. There's a small locked hut on the building wall (17) that contains a valve that will open or close the grate leading to the sewer access to the ship (you can also open or close this grate from the security panels).

You don't have to use the sewers to get to the ship, however. In fact, you don't even have to climb up to the top of the crane (18), as Tong recommends. All you have to do is walk up to the front door (19) and use the 0909 code to open it. For this walkthrough, however, we recommend that you do go over the crane to get in. Why? Because it clears your escape route.



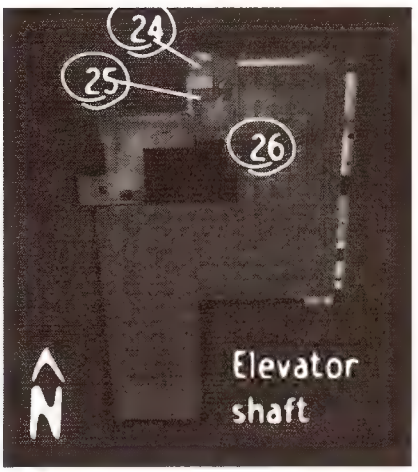
View from top of crane





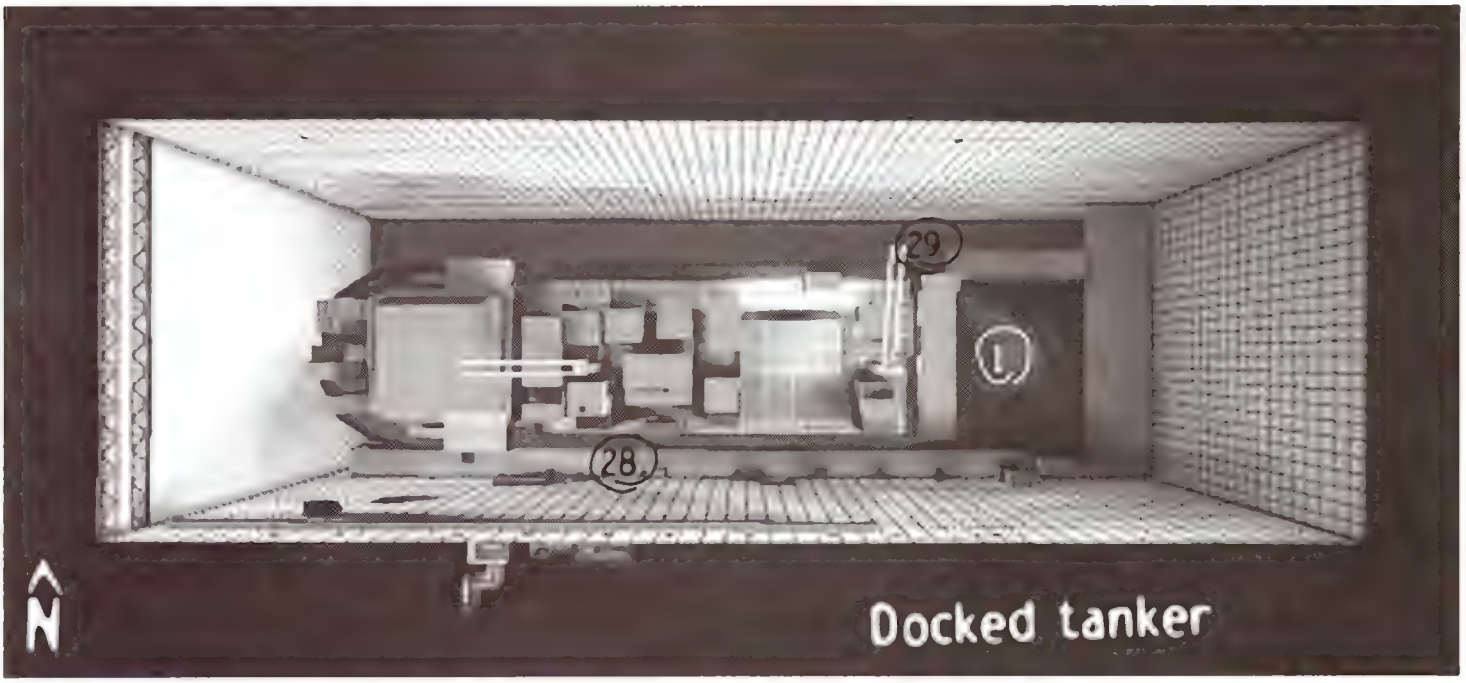
Climb up to the top of the crane (20), grab the sniper rifle and ammo in the corner (disgruntled employee?) and punch the button to lower the arms, then carefully jump across to the roof. Break open the panel in the air-conditioning unit (21) and crawl through the ductwork.

When you get to the room with the big fan (22), clear the three spiderbots from above if you can (this is what we meant by "clearing your escape route"). You can take out the big fan entirely with an explosive directed at the base. Otherwise, time your trip down the ladder very carefully, because if the big fan hits you, you die very dead. There are a couple more spider bots when you open the panel on the floor. One of them comes straight at you, the other is past a little gap that you can jump over but it can't. Dash through the rotating pipe (23) as quickly as possible — it's dangerously hot in the middle.



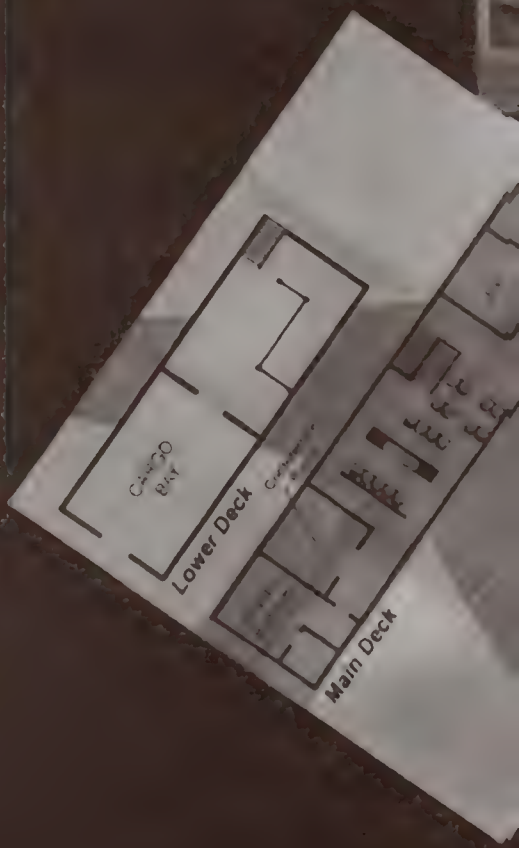
From the top of the elevator shaft, you can get back to the fan room, if you want to (there's no need to yet). In the small room at the top of the ladder there is an opening into the air vents (24), then the larger grate opening onto the fan room. We recommend you don't take Tong's hesitant suggestion about trying to jump to the ship (at least not yet). However, this grate does make an excellent sniper's platform to clear the dock area of guards. You might even be able to get one of the guards on the ship.

Take the ladder (25) down and ride the elevator (26) back up. In the control room (27), punch the button and watch the girder move to a more convenient spot. Now if you want to try to get from the upper grate to the ship, you can do so much more safely, by running across the girder (this still isn't really the easy way, but it's a lot safer than it was before).



Docked tanker

Building near tanker



Instead though, go back down and take the door out to the docks (28). From here, you can swim around to the north side of the ship and take a ladder up (29), but that's also not the easy way. Turn left and walk down the dock until you get to the passageway back into the building. In the break room (30), a mechanic who's also a friend of Vinnie (Vinnie, from the Underworld ... good old Vinnie) will give you the code to raise the ramp (6655). As he tells you, "it's that easy." Even if you didn't buddy up to Vinnie, you can also get the code from one of the lockers in the john (31), a little further inside the building.

The only other place of significance in this part of the building is a small security room (32), housing a single trooper and a security panel (sadly, your usfema/security combination no longer works in this area). From here, you can continue on and unseal the main entrance to the rest of the base — the one you passed up using in favor of the crane.

Go back to the docks, punch in the code and raise the ramp.

Codes and Passwords

Security password	login usfema PW security
Assembly building entrance security code	0909
Simons' computer code	login walton PW simons
East warehouse security code	2249
Ramp code	6655

WALL CLOUD

When you get aboard the supertanker, you can head directly for the bridge (up the second ramp and through the door), but there are some interesting things on deck too. If you decide to check it out, either avoid the guards entirely, or take a very careful lap around the perimeter, taking out the guards as quickly and cleanly as possible. If you're still short of explosives (remember, the magic number is 5), there's a LAM on the east edge of the cargo deck. Go even further east (you'll have to hop up on the rail to get there) and you'll find a GEP gun and some rockets (1). There's also some ammo stored up on top of the stacks; you can get to it by climbing the west deck crane.

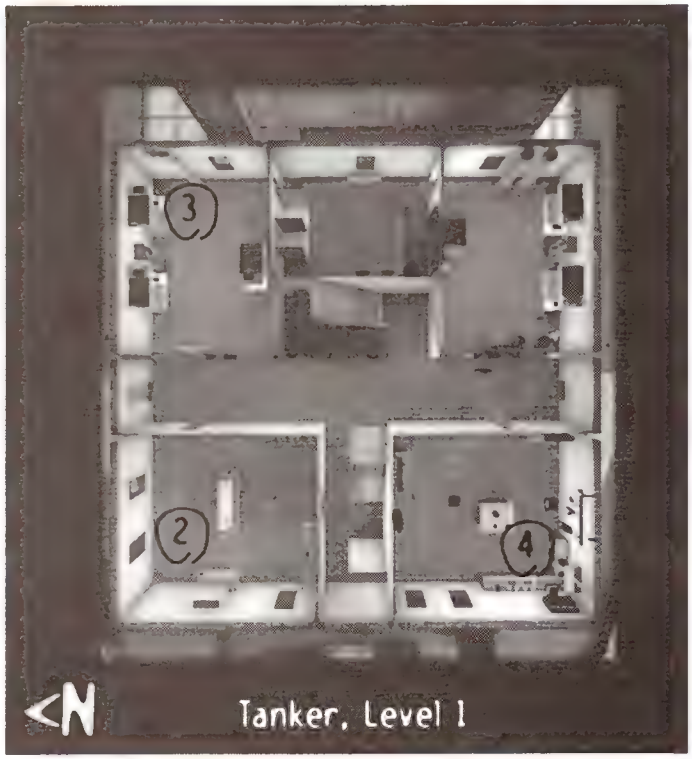
Important Items and Secrets

- GEP gun near bow of ship
- Ambrosia for Stanton Dowd in chemistry lab
- Augmentation upgrade in safe in chemistry lab
- Weapon mods in ops, electronics lab

Now you're ready to enter the ship itself. In one of the very first rooms you come to (2) is a tiny vial of Ambrosia. Take this with you and you can save Stanton Dowd's life. In the same room is a safe with an aug upgrade canister.

Across the hall is crew's quarters and the head (3). There are a few useful items in the locked lockers. The final room on this level is the galley (4), which contains nothing of interest.

Ambrosia for Stanton Dowd



Go up. The rooms on this level are all conveniently labeled. Go into the sickbay (5). In addition to the ship's medbot, you'll find a key to below decks, and a datacube with the code to raise the bridge in engineering (9753).

There's a grate in sickbay that will take you directly to the electronics lab (6). There's a datacube in the lab with the code for ops (83353). The technical gobbledygook on the other datacube breaks down to this ... you can get into ship's security with login root; PW reindeerflotilla. Unfortunately, this won't work until you get below decks. There are also Accuracy and Silencer weapon mods, plus a working repair bot and other useful stuff.

On the other side of this level, the hallway is protected by a camera, which you can evade by ducking

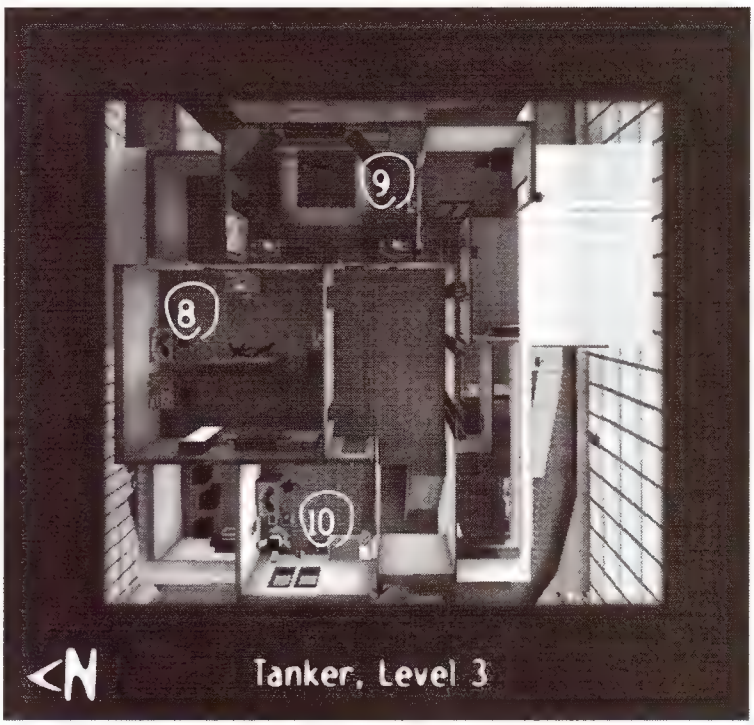
Codes and Passwords

Engineering bridge code	9753
Below decks security	login root PW reindeerflotilla
Ops code	83353
Captain's cabin code	65678
Captain's computer access	login kzhao PW captain
Armory code	71324

into a wall grate. In the ductwork, you'll find a ladder going up. Take it and go down to the end of the duct, over ops (8). There, if you haven't otherwise roused them by setting off an alarm, you'll find a couple of guards, which you can take out using your personal favorite sneaky tactic of the moment. In ops you'll find a datacube with the code to the captain's cabin (65678) and a key that "Unlocks the security area access panel." There's also a Laser weapon mod tucked away under a table.

You can get to the ship's bridge from here (9), but you'll be much happier if you can hack the security panel just outside the door first. Anyway, there's surprisingly little of interest on the bridge. You can spin the wheel if you want. And there's a small exploration bonus for going outside.

The captain's cabin (10) is much more interesting. There's a datacube with the code for the armory (71324), another with Captain Zhao's computer access (login kzhao; PW captain), a holo projector with a recorded message from Walton Simons, and another copy of the below decks key. There's a *big* credit chit in the desk drawer. Check the captain's e-mail. You won't find much information, but you will end up feeling sorry for the guy. Fortunately, he doesn't seem to be aboard at the moment, so you don't have to do anything nasty to him.



On your way down, stop by the armory (11), now that you have the code. Grab all the ammo you can use. There are a couple more LAMs here, if you're still collecting.

BELOW DECKS

Now you're ready to head below and start some serious sabotage.

The first thing you'll come to is a guardroom with two guards (12). If you're careful, you can get to it without coming into view of the two security cameras down here. If you take a moment to eavesdrop, you'll overhear an interesting conversation about FEMA's RX84 plan. Take out the guards (gas grenades work well) and go through the room to the east.

Maintaining a careful watch for patrolling guards, make your way south then east, until you come to the security panel (13). (Take your time, most of the little alcoves along this hallway contain goodies.) Down here, the root/reindeerflotilla login does work, so take care of the cameras.

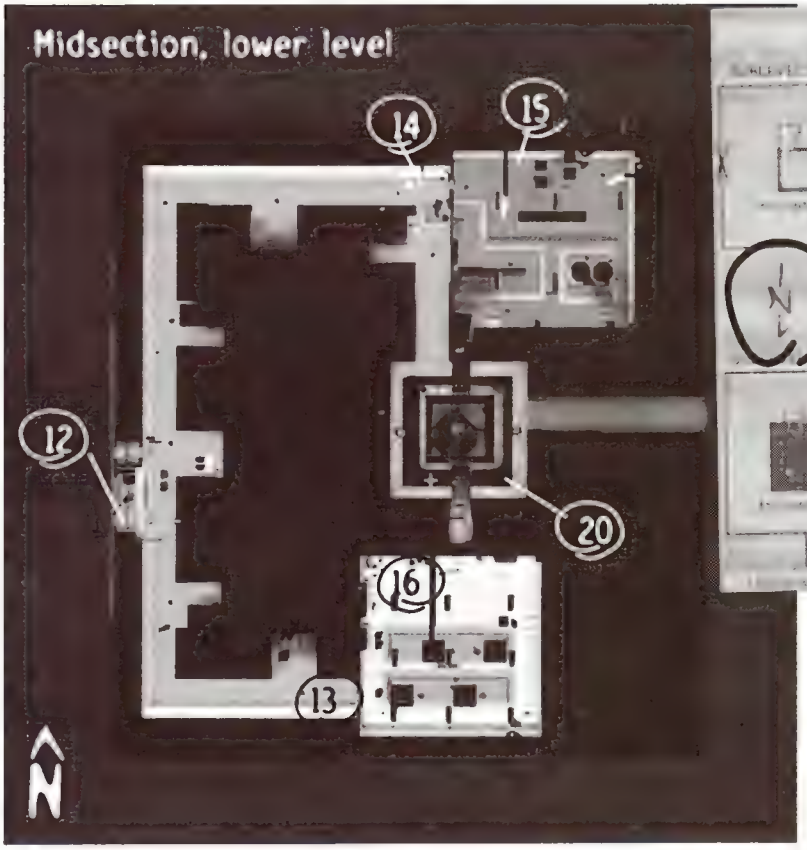
Now go all the way back around to the northeast end of the hall (14). There's a mechanic working with a repair bot, which you can come back to whenever you need it. The mech warns you about the danger inside. You can also snag a key to the heli-bay ops room door off him.

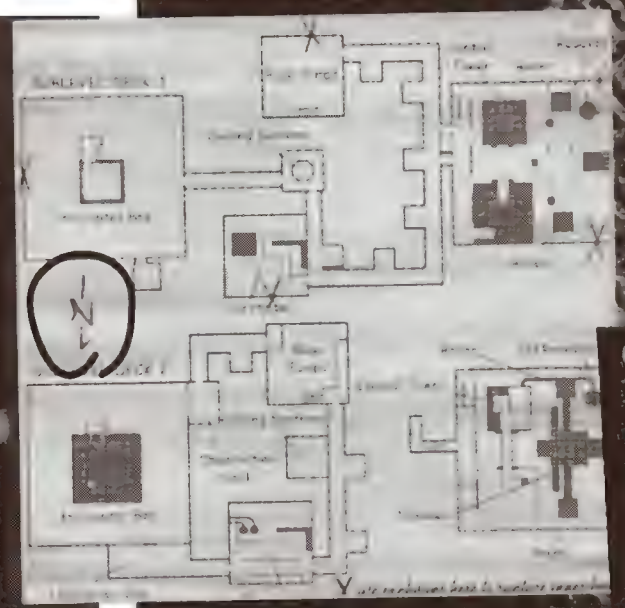
Enter the room (15), avoiding the electrical arcs. Watch out for the out-of-control spiderbot. Climb up the ladder, deactivate the security and climb back down. In the southwest corner is an electrical panel you need to open. Now open the grate and drop down into the ductwork. The first panel in the ductwork deactivates the laser trigger, the second one shuts down the out-of-control machinery. When it's safe, blow the weld point.

In the shadowy southeast corner of the room is a grate that will take you to a trench that leads you straight to the helibay weld point. You also get an exploration bonus and a box of ammo for taking this route, but we'll take a different one for now.

Head back over to the bilge pumps (16). Tong will tell you what to do; hit the switch on the wall, then log on to the computer (kzhao/captain) and use it to reverse the pumps. Don't forget to blow the weld point before you leave.

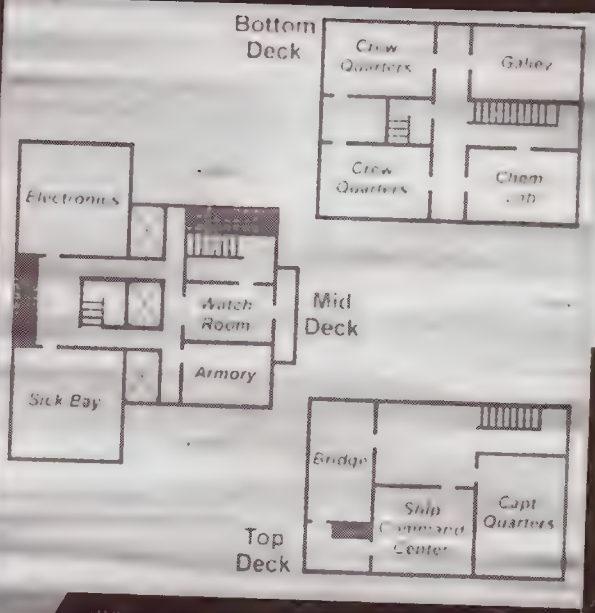
Climb the stairs, head down the hallway (17) and hit the security terminal as you pass.





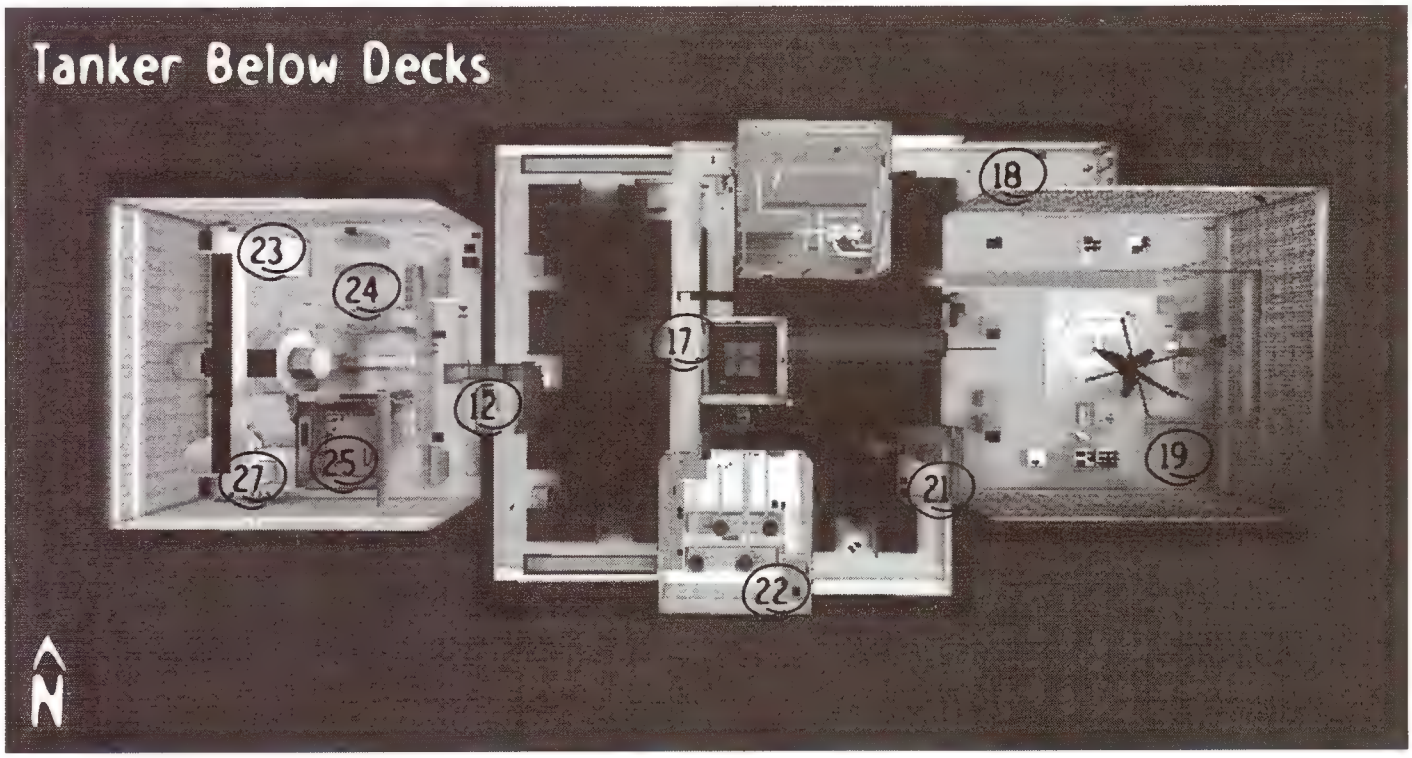
SUPERTANKER

MILITARY ROBOT



Codes and Passwords

Engineering bridge code	9753
Below decks security	login root PW reindeerflotilla
Captain's computer access	login kzhao PW captain



Go back to the room where you fixed the machinery (15), and cross over on the bridge. There are a couple guards in the room on the other side (18). Take them out, then disable the security panel outside the door. Go in.

Wow. This ship is big. I mean, you knew it was big, but wow! You're in the control room for the tanker's heliport. If you want, from here you can break out the windows and snipe the patrolling guards below. When you're ready, take the ladder down.

There's a repair bot in the helicopter bay (19), lots of supply and ammo crates, and a weld point on the east wall. In the hut under the helipad itself you'll find a datacube with the code for the hangar (4453), which you've already opened with the security panel.

You've done everything you have to get done in this part of the ship, but there are a couple more places you might like to explore. Go to the room down the hall from the mechanic with the repair bot (20), and climb the ladder to the fan room. Let the fan blow you up and take the south exit. Climb carefully down the two shafts, then go east (the west route leads to a grate over the pump room). You'll come to an observation deck overlooking the helibay (21). There is a door in the room whose keypad will have to be hacked. Within are several goodies (including a scrambler grenade and a GEP gun) and an Augmentation canister (Cloak or Radar Transparency). Go down the corridor to the catwalk you may have spotted in the bilge room (22). There are several goodies scattered about, but there's also a guard on patrol up here.

The north exit from the top of the fan room leads to the ductwork overlooking most of the rooms on this side of the ship. There are no hidden secrets.

Now go back through the guardroom to the west side of the ship and the final two weld points. Compared to the east side, this part of the ship is very sparsely guarded. You can basically just walk up to the weld point in the northwest corner (23) and blow it (do make sure to get clear of the exploding barrels nearby). By now you've used up several of your LAMs, so go collect the one in the crate in the northeast corner of the room.

The final weld point is just a bit tricky. Go to the keypad and raise the bridge (the code, which you found above decks, is 9753). Then go up the ramp (24), climb up the ladder and cross to the engineering office (25). You may want to take out the crewmen upstairs. Try leading off with a gas grenade through the hatch, so they won't activate the alarm and turn the turret on you. There's a security station here, which you can use to turn off the last few cameras.

Now go around to the engineer's cabin (26), break out the window and hop out onto the pipe. Follow the pipe to the enclosed area in the southwest corner (27) and drop down to collect the supplies there (including a LAM, if you need one). Then climb up the crates to the top of the enclosure, and just before you hop down, turn around and blow the weld point. Then get out.

Jock is waiting on the roof of the assembly building. Do as Tong tells you and take the ladder up to the fan room (which you prudently cleared of spider-bots on your way in). You can get to the roof via the air-conditioning ducts. Or alternately, if your way is clear, you might want to go around to the crane and use it to get up to the roof.

FAMILY PLOT

Important Items and Secrets

- Secret area through north exit from top of fan

Codes and Passwords

Helibay hangar	4453
Engineering bridge code	9753

Jock takes you to a cemetery in the city, where you're supposed to meet with Dowd. Mordantly enough, he's established a little HQ in his family mausoleum. A creepy caretaker lets you in.

There's a bio-cell in an open grave, and some shotgun shells tucked away behind the caretaker's hut (1). Head towards the mausoleum (2), but don't go in the front door. Instead, jump into the open grave in front of the building (3) and take the underground passage.

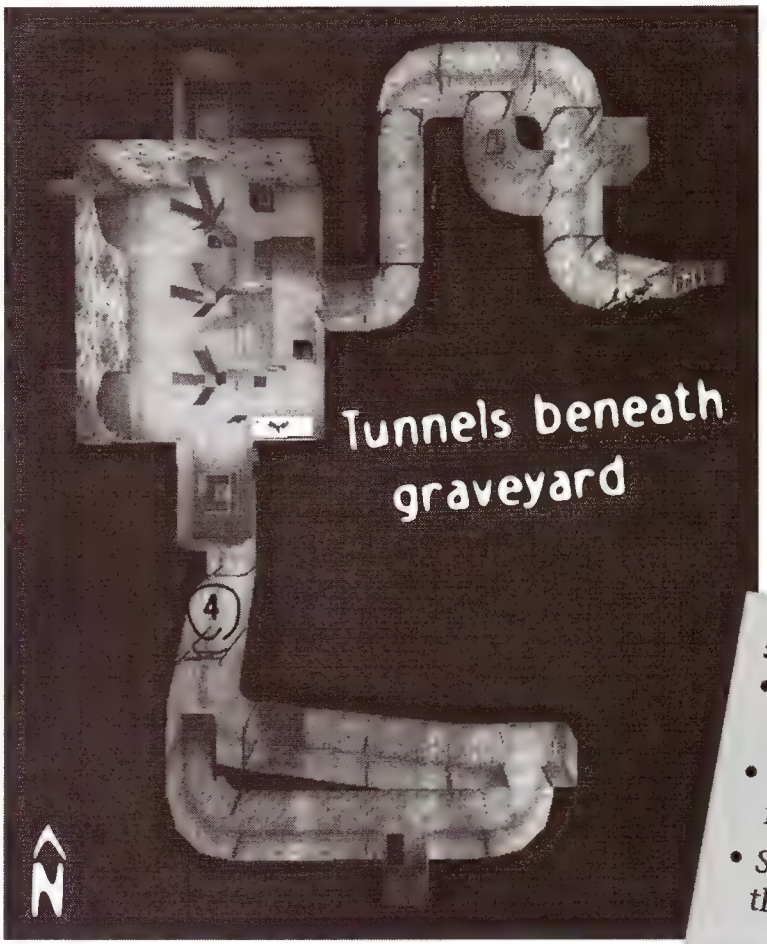
When you get to the mausoleum itself, Dowd is waiting for you. If you brought the Ambrosia vial from the *Wall Cloud*, he'll accept with grateful relief. If not, he'll take it like a gentleman.

There are things stored in the sarcophagi around the room. Counter-clockwise from the north wall they are; empty, ammo, snacks (ewww!) and a secret entrance to more tunnels below the cemetery. A wall-safe next to the southern sarcophagus contains an augmentation upgrade.

Jump down into the tunnels (4). There are a few more supplies down here. You get a message from Jock that he's landed in the graveyard, but an EMP field emanating from the caretaker's shack is preventing him from taking off.

Pop up the ladder, but carefully. A squad of MJ12 troopers has occupied the cemetery. Make your way to the caretaker's hut, and dispense with the treacherous caretaker. There's a keypad on the wall, behind the painting in the front room. Hack it to reveal the generator, which you can then blow.

As soon as you blow the generator, another squad of troopers will move in. You can either clear them out or just make a dash for the copter.

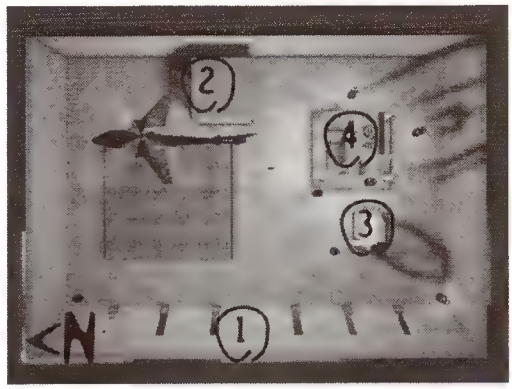


Important Items and Secrets

- Secret entrance to mausoleum through open grave
- Augmentation upgrade canister in safe
- Secret exit from mausoleum through sarcophagus

Gray Paree

In Paris, Jock drops you on the roof of an office building that was abandoned during the later phases of construction. There are some openings along the west wall (1), and an accomplished sniper can use them to take out some enemies that would otherwise become inconvenient later (one or two of the three commandos in the courtyard below — expect to wait a while).

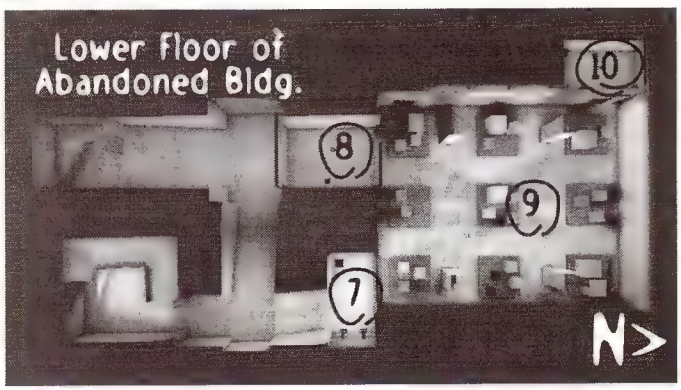


Roof of Abandoned Office Bldg.

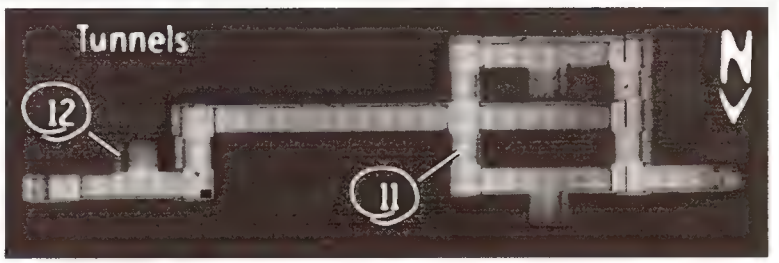
If you break into the construction hut on the roof (2) you'll find a book that gives you a code for the elevator (4003). There's also a napalm canister in here, for some reason. You can also pick the keypad to the elevator (3), or or you can carefully jump down the unfinished elevator shaft (4) from floor to floor (activate your Speed aug, if you have one, just in case). When you make it down to an opening, go into the building proper.

Go up a flight of stairs and talk to the distraught woman (5). Best you can tell, she had some friends that were eaten by greasels, and the monsters are still hanging around somewhere. She gives you a key code ... 0001, which will apparently get you into the sewers. If you stack crates to reach the flashing light above her, you'll find a small stash of goodies.

Continue down the stairs. You'll pass a shaft with a ladder (6), but ignore it for now. You'll come to a rack with a hazmat suit (7). Grab it (if you don't have room for it, discard something). Go to the big garage-style door (8) and punch in the code the crazy chick gave you (0001). The radiation is intense inside (9), so activate your hazmat suit and your Environmental Resistance, if you've got it. You'll need both if you want time not only to dash through the room to the door in the northwest corner, but also to gather the supplies from the goodie crates inside. When you get to the little room with the repair bot (10), you're safe from radiation.



Take the ladder down into the tunnels (11) and kill the greasels. Make sure you kill four. Then, return to Aimee the crazy woman (make sure you're prepared for the dash through the radioactive room) and let her know the critters are dead. You discover that her dead friends were her cats. Oh well, you made her happy, and picked up 200 skill points. Plus she warns you about rocket-carrying soldiers coming up in the next area.

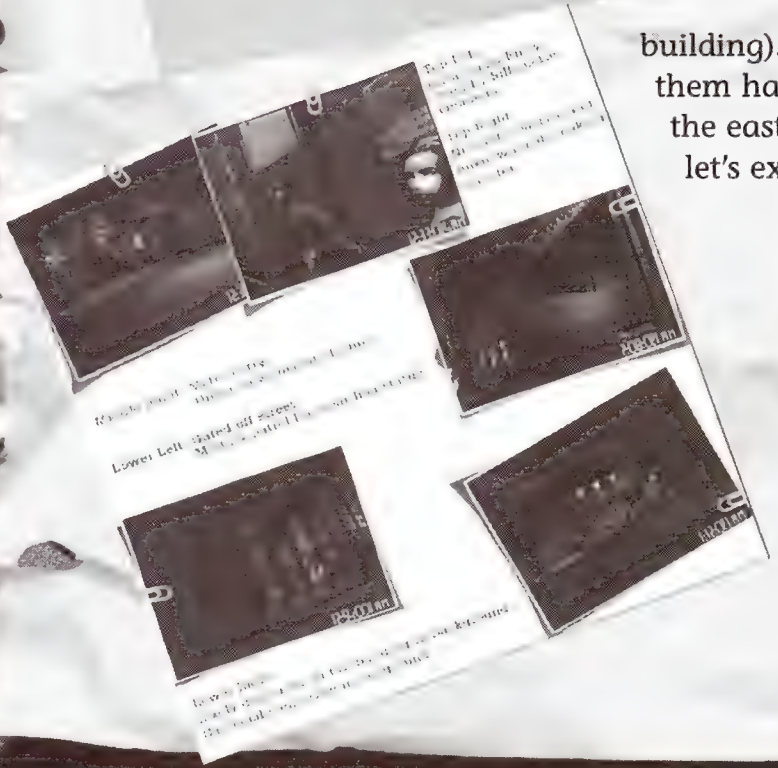


Go back down to the sewers. If you're worried about your ability to survive a third crossing of the radioactive area, go through the shaft ... a side passage leads you to a hazmat suit in a crate in the abandoned elevator shaft. Once you get safely across, go through the sewers and up the ladder at the end (12).

Go up into an area patrolled by three MJ12 commandos (unless you thinned their ranks from the top of the building). Take them out or avoid them. One of them has a key to the catacombs. The building to the east is the entrance to the catacombs, but let's explore a little first.

Codes and Passwords

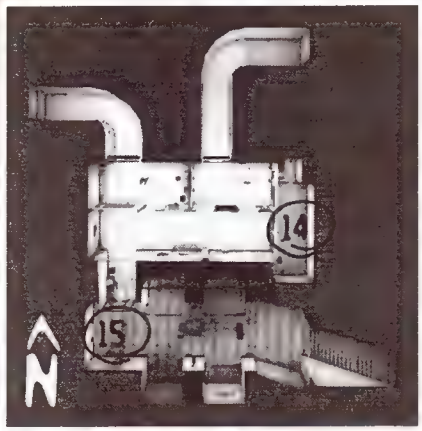
Elevator code	4003
Radiation room door	0001
ATM account	account 2221969 PIN dullbill
Office security access	login rzelazny PW shadowjack



Things to Buy

Defoe

4 GEP rockets	5250 / 1750
Recoil weapon mod	1200 / 400
3 LAMs	6750 / 2250

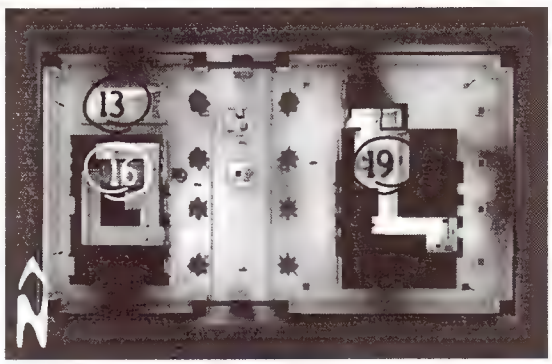


Station

Go down to the subway station (13). The guy to your left is an illegal arms dealer named Defoe. His prices are outrageous, but he offers you a better deal if you take out the troopers garrisoned in the station. He doesn't care about their security bot, but it's in your way. If you do what he wants, he'll cut his prices by 2/3.

The troopers and the bot are all over on the north side of the station, along with some useful supplies. If you make your way all the way over to the northeast corner conference room (14), you'll find a medbot and a security panel.

For now, don't hack the ATMs (15).

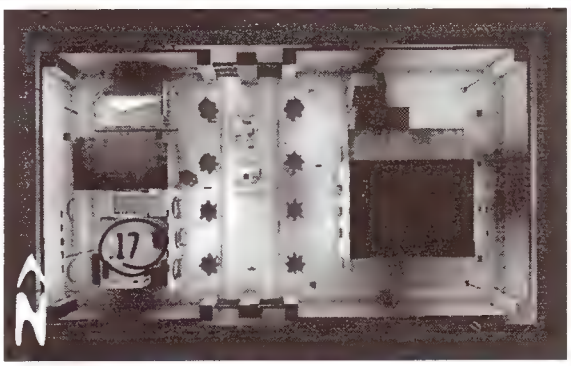


Ground Floors

Leave the station and go next door. At the top of the stairs going down is a window to the office (16). Break it out and hop inside. There's a datacube under the desk with an ATM access on it (account 2221969, PIN dullbill).

There's another office upstairs (17). In it is a locked cabinet with some useful stuff, including a datacube with the security access for the building (login rzelazny; PW shadowjack) and a key to the warehouse. There's a security panel where you can try out your new code.

And by the way, if you're in this building and the phone rings ... pick it up, it may be for you.

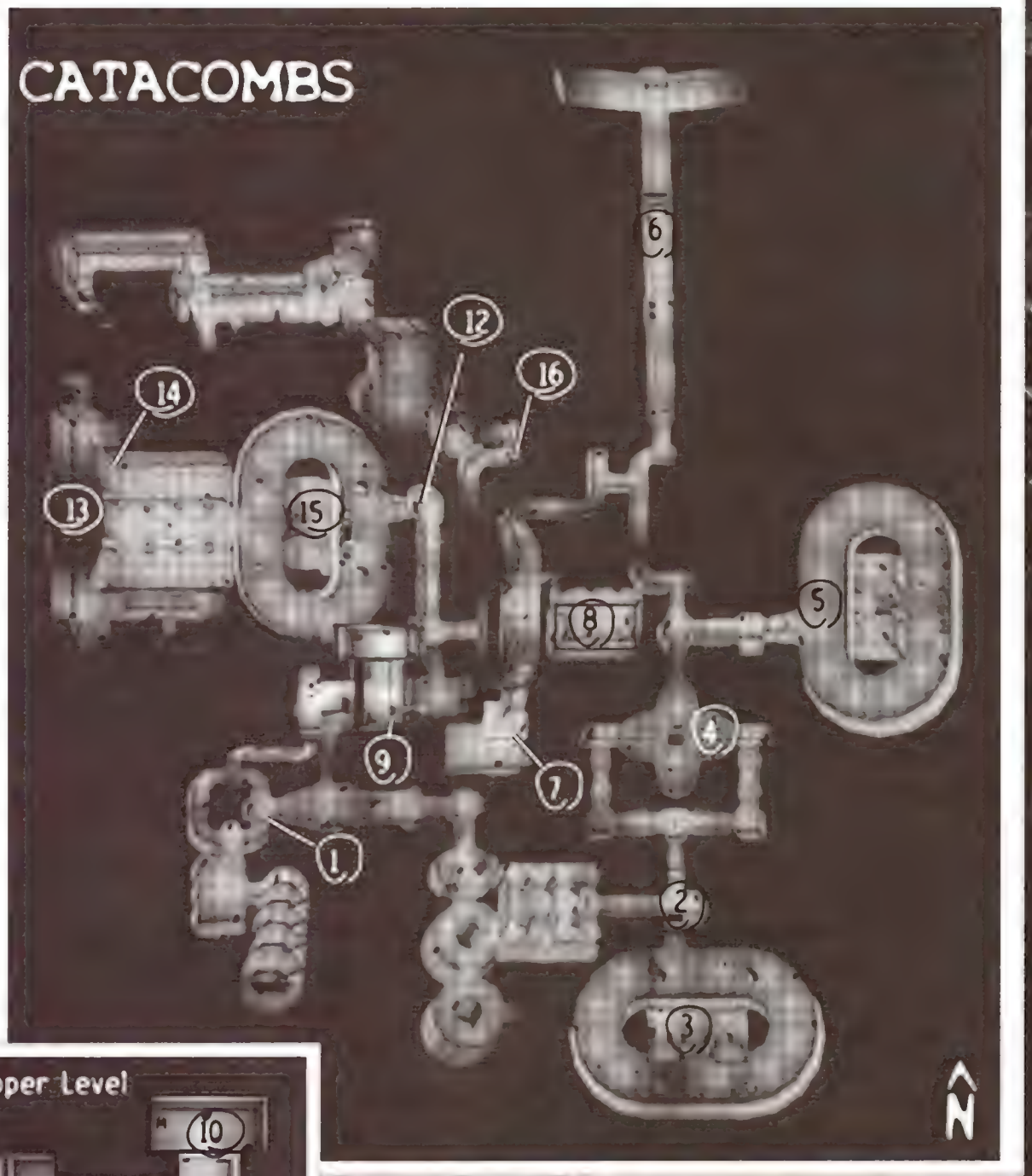


Top Floors

Now go down to the basement. The door should be open, from the security panel. Inside are a working repair bot and a key to the office you already broke into, plus some other useful stuff.

Go back to the ATMs in the subway, and use your new ATM code. Then hack them if you can. Make sure you either disable the camera or hack the security panel in the conference room before approaching the ATMs.

Now go across to the building that houses the entrance to the catacombs (19). The easiest way to get in is around the back, where there's a boarded up window that can be easily smashed open (or just use the key). When you're ready, make your descent.


CATACOMBS
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Upper Level
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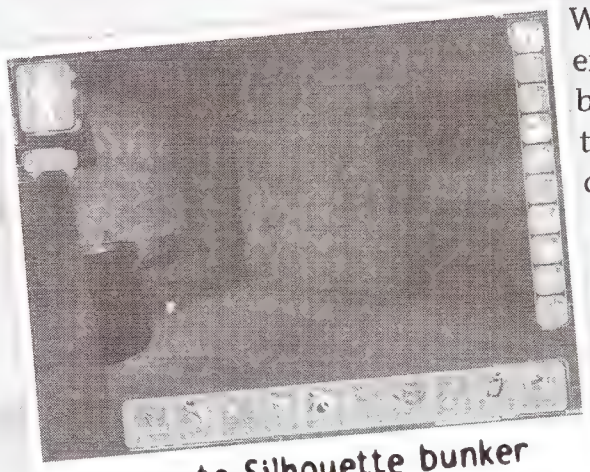


Entrance to Silhouette bunker

Watch out for the gas grenade booby trap at the entrance to the hall (1). Anyway, you're probably better off crouching down and going though the low tunnels, which will allow you to get a drop on a couple of troopers in a side room.

Continue down the hall, keeping on the lookout for troopers and commandos. Tong will warn you when you get close to the Silhouette bunker (2). There's a stone on a ledge that you can push to open the door.

In the bunker, the leader of Silhouette, Chad (3), will offer to help you find Nicolette Duclare in exchange for your freeing a couple of his people held captive by MJ12. He'll also give you a key to the next area of the catacombs. The locked cabinet in the next room holds another copy of the key you can get from Chad, and nothing else of interest, although there is a medkit on top of it.

The area just beyond the locked door is patrolled by an MJ12 commando. You probably want to take him out before you open the locked box (4). In the box is the security password for the system that MJ12 has established down here (login hela; PW ragnarok).

Off to the right is another bunker like the one Silhouette occupied (5). It's empty, except for a junkie. He'll sell you a magazine of tranq darts for cr 200, or up to three medkits at 600 each. There's also a couple of vials of zyme lying around. You might want to gather it up — you'll have a chance to sell it in the city.

If you go down to the end of the caved-in passage, watch out for the LAM booby-trap on the wall (6). There's some good stuff down there.

Now you're entering the area under total MJ12 control, so be careful. The locked box at the top of the ramp (7) contains all three kinds of crossbow ammo. There's some ammo on the ledge around the east room (8), plus another datacube giving you the security logon.

A ladder going up (9) leads to a rather cool but strictly optional side area. There's a repair bot behind a very tough lock (10). If you open the gate, the bot will come out and fix the berserk machine (11), allowing you to get to the goodies beyond. Don't do this if you're short on picks, unless you really need the repair bot.

The next bunker is going to be a rough fight. Save now. First, you have to get past the camera and turret at the door (12). Then there are a lot of troopers and commandos on duty (thankfully, most of them are around the corner from the entrance), plus the WIB in charge of the operation. You can try to work the perimeter and take them out one at a time by ambush, or you can draw them all out and try to win through massive firepower, but either way you're in for a tense few minutes.

The locked box contains a Reload weapon mod and some other supplies. The well (which could save your bacon if you run afoul of a trooper with a flamethrower) allows you to swim deeper into the base (13), which is a bit of an "out of the frying pan" situation. Still, if you're lucky it might allow you to get the drop on a couple enemies, and if you can clear the area you can get to the security panel and turn the turrets to your side.

However you get to it, on the bench near the security panel is a key to the sewer exit (14). Upstairs are a couple of supply crates, and some excellent cover for a sniper.

Codes and Passwords

MJ12 Security	login hela PW ragnarok

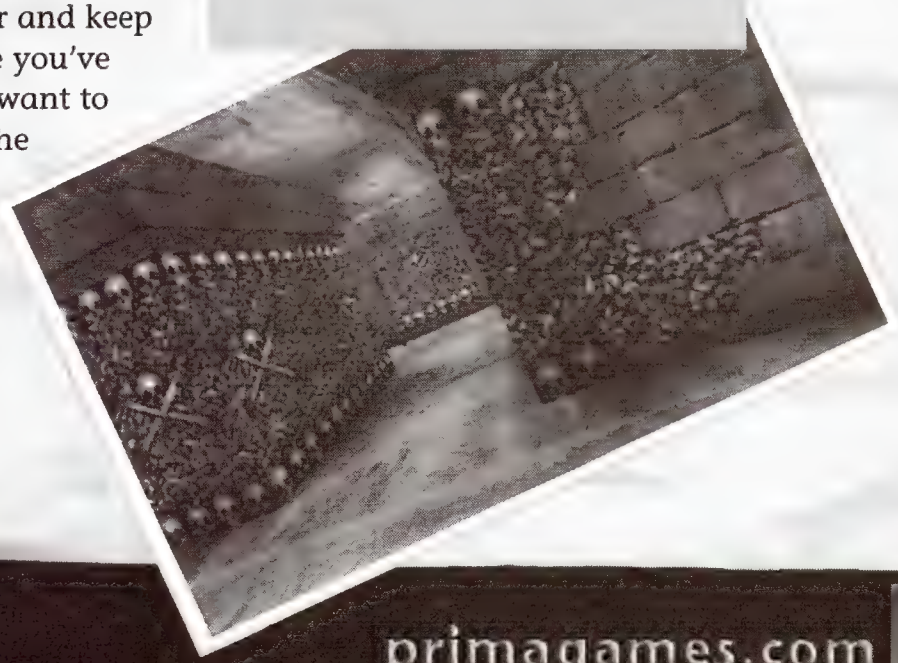
The prisoners are being held in the central area of the bunker (15). You're supposed to see that they get back safely, so don't let them out until you've turned off security. Once they're free, report back to Chad. He'll tell you to look for Nicolette DuClare at a joint called *Club La Port de l'Enfer* (The Gate of Hell Club).

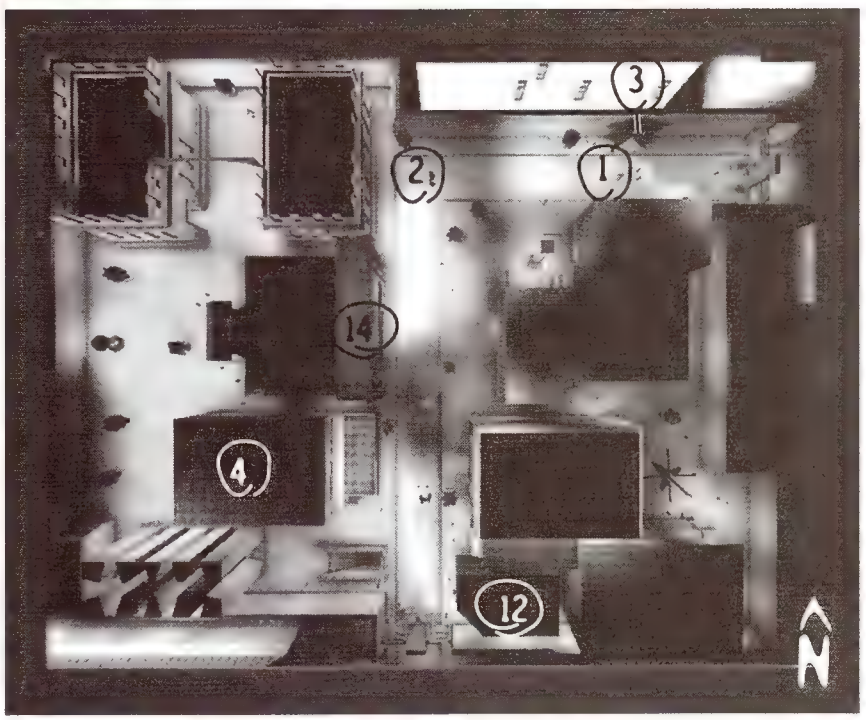
Things to Buy

Junkie

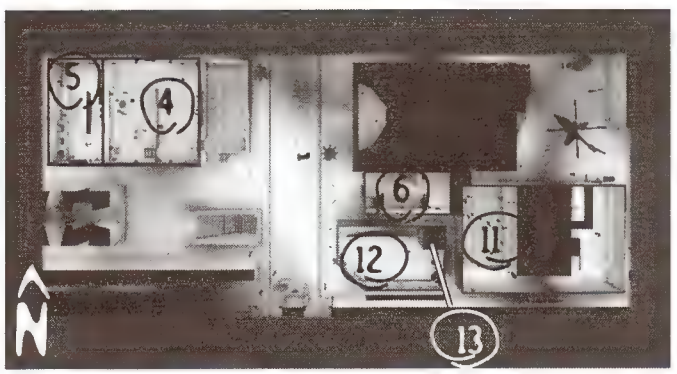
Tranq darts	200
Medkit	3@600

Unlock the sewer door and keep going (16). Make sure you've done everything you want to before you go down the ladder to the sewers, because you can't come back.

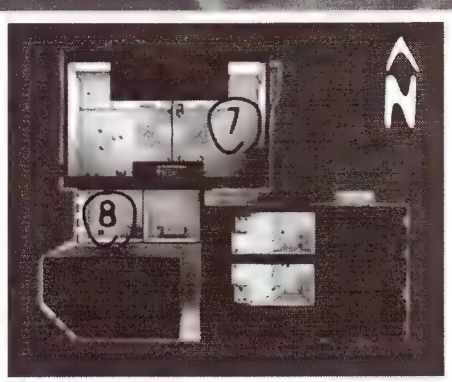




Paris streets - Overview



Bottom Floors



Middle Floors

Top Floors

CHAMPS-ELYSEES

There are two exits from the sewers, one open (1) and one locked (2). The open one is much better guarded than the other. When you come up, look around quickly for the enemy and try to take him out from cover, then duck back down into the sewer in case your attack has drawn the attention of friends nearby. Emerge only when you're sure the area is secure.

Near the open sewer entrance is a little MJ12 command post (3). If you can hack the computer inside, you can shut down the military patrol bots patrolling the streets (it will do nothing, however, about the smaller security bots — just the big military guys).

As Tong told you, MJ12 will shoot on sight, but the French police will do nothing to you unless they see you do something violent or illegal. You might consider taking them out from stealth, using non-lethal tactics, just to keep them out of the way. Also, some of the police (and some of the troopers as well) in this area carry weapon mods.

Do not hack any of the ATMs you might come across. Not yet, anyway.

We'll start our tour of Paris in the café (4). The couple in the corner is having a heart-rending conversation about their son's life choices. If you talk to them, the man will give you the computer login for the MJ12 command post (login streetstation17; PW werewolf), so if there are still military bots loose on the street, you can now go to the CP and shut them down.

You remember way back when, when Jaime Reyes asked you whether he should run away from UNATCO immediately or stay on as a spy? Well, if you told him to hang around he shows up here in the café, and he brings you Gunther's kill word (cool!). It's "Laputan Machine."

In the kitchen (5) is the chef's to-do list, which includes his ATM account information (account 001506/PIN naga066).

The digital media store (6) contains nothing except an ATM, a multi-tool and a small exploration bonus.

There are two locked apartments near the hostel. The one on the right (7) contains a couple having a domestic argument and a few goodies (upstairs, near the bed). The one on the left (8), however, is much more

Codes and Passwords

MJ12 Security	login streetstation17 PW werewolf
ATM codes	account 001506; PIN naga066 account 005133; PIN salem008 account 004418; PIN morbus13

Important Items and Secrets

- Lots of stuff in arms dealer's apartment
- Gunther's kill-word from Jaime in café (depending on previous choices)

interesting. It's the home of an arms smuggler (who's out at the moment, and whose watchdog is pretty much a total loss). He's left lots of his stock in trade lying around. Lots of ammo (the good stuff, too) and weapon mods for Accuracy and Range, with additional Clip and Laser mods in the locked box. He's also left his new ATM account information (account 005133; PIN salem008). If you can get up to the awning over the bakery (a Speed aug helps alot), you can make your way to the rooftops, and from there you can get into these apartments from above, without spending any resources.

In the hostel, the key to the locked room (9) is on a cart on the second floor (10). Inside, you'll find yet another ATM password (account 004418; PIN morbus13).

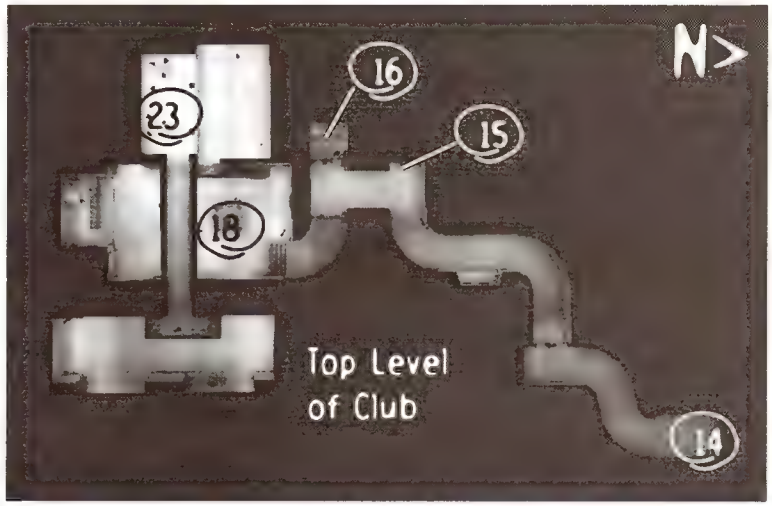
Down at the bar (11), you'll find a typically talkative bartender, who'll tell you more about *Club La Port de l'Enfer.* The two criminal types at the table have a deal for you. They want you to break into the bakery (12) and steal some zyme that the owner keeps hidden there. They'll pay cash. If you're rude to the crook *once* ("I don't like your business ...") he'll up his offer. The baker has six vials in his oven (in the northeast corner of the building), plus a credit chit that's yours to keep (13). Go back to Renault in the hostel and he'll pay up, no questions asked.

Things to Buy

Café waitress	
soy food or soda	10
Hostel bartender	
Wine	120
Candy	10

Now you can go around to the various ATMs on the street, enter the three legit passwords you've collected, then hack them if you're so inclined.

NICOLETTE



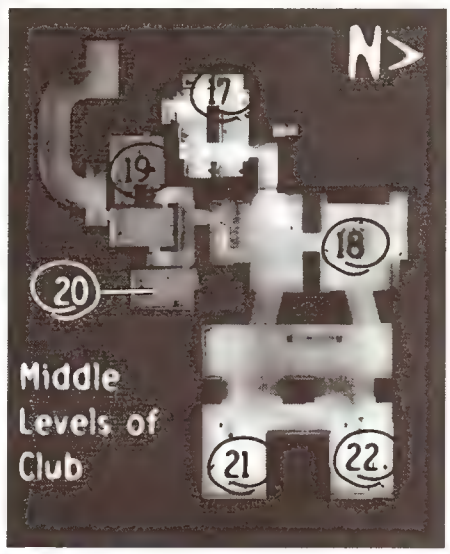
Now you're ready to enter the club itself (14). The cover is a hefty cr 300. If you don't have it, you can sneak into an air conditioning duct (15), subdue the bouncer (16) and take the key that will get you in. (You can also get into the club from a back entrance, near the street sweeper, but it will take resources.) For now, let's assume you pay.

(The duct system starts out with a locked grate in the entryway and runs to the doorman's office. From there it goes through the bathroom (17), and then ends up at another locked grate in the accountant's office.)

Just inside is a go-go dancer (18) dressed like a nurse (apparently it's a thing). She'll offer you gossipy information about the club patrons at cr 20 per tidbit. Nothing particularly useful. (If you talk to her a long time, the guy at the door gets jealous.)

In a somewhat better bargain, a former employee named Cassandra will offer to sell you the code to the business office (1966) for cr 200.

If you go back to the business office (19) the club accountant will offer to give you the address of the arms dealer (see p. 206) for cr 1000. All you get is the street number — it's a sucker deal. There's a secret stash behind the painting. The locked closet contains a few goodies, but the supply room (20; opened by the code you got from Cassandra) has a lot of ammo and other useful things. Well worth the price.



The bartenders are typically loquacious. In one corner (21) is a shifty guy named Antoine who's selling bio-cells at 250 a pop. In another (22), a pair of women are having a political argument about Silhouette. If you talk to them, one of them will blurt out that Nicolette is in the club.

Things to Buy

Bartenders	
Wine	120
Candy	10
Antoine	
Bio-cell	250
Nurse dancer	
Gossip	20 ea.
Cassandra	
Business office code	200
Accountant	
Arms dealer's address	1000

Upstairs things are quieter. The club owner, Kiergard Tarot, is keeping an eye on things. (Talk to him repeatedly to get more info than you ever wanted about the philosophy of nightclub ownership.)

At last, the young woman in the purple dress (23) will offer to set up a meeting with Nicolette behind the club. Of course, the young woman in the purple dress really is Nicolette.

When you meet her behind the club, Jock comes in to pick you up, right on schedule. If you look down as the copter takes off, you can see Gunther arrive on the scene, just moments behind you. He's catching up.

Codes and Passwords

Business office	1966

Important Items and Secrets

- Secret stash behind painting in business office.
- Lots of stuff in supply closet.

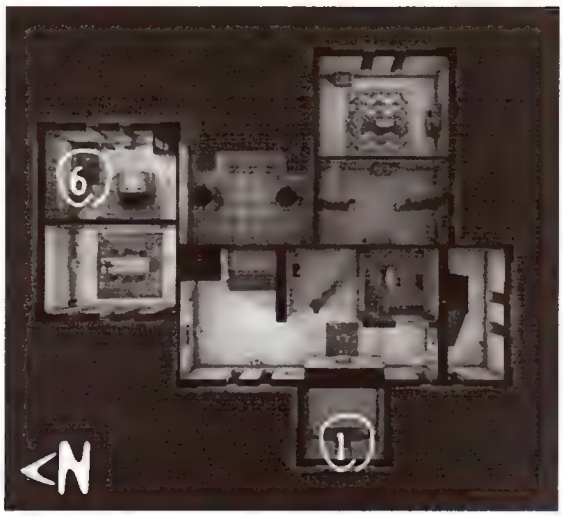
CHATEAU DUCLARE

Jock takes you to Chateau DuClare, Nicolette's childhood home, to look for clues about the Illuminati. Nicolette will tag along.

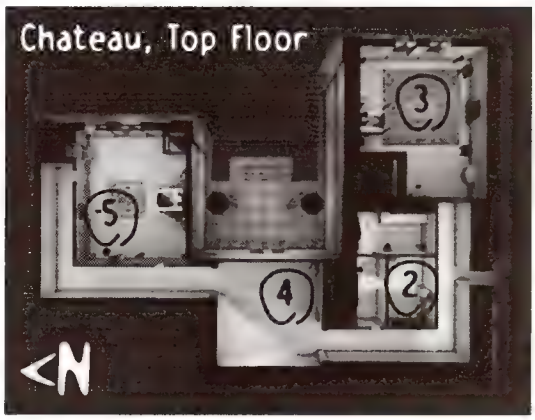
Don't waste picks on the front door. Go around to the back (1), where you can smash the barricade over the back door and enter at will.

When you pass a computer, Nicolette tells you her old account info (login nicolette; PW chad) but the account holds nothing useful.

Upstairs, you can find the key to Nicolette's room in the bathroom (2). Inside the room (3) are some throwing knives and a lockpick. If you fiddle withthe skull over the fireplace, it will open up a stash with even more stuff. Nicolette must have had a ... challenging adolescence.



Chateau, Ground Floor



The key to Beth's room is on a table in the upstairs hallway (4). Now things start to get interesting. In the room (5), look behind Beth's "favorite painting" on the north wall. You'll find a Reload weapon mod, a key to the basement, and a note to Nicolette. In addition to some personal sentiments, the note includes Beth's computer login information (logon bduclare; PW nico_angel) and the code for the "suspension vault" (1784).

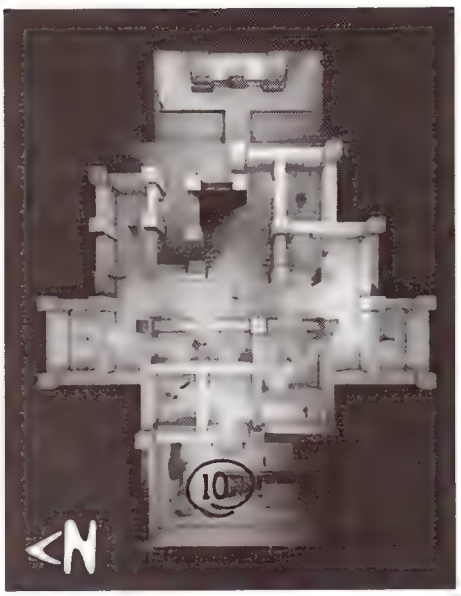
Beth DuClare's Favorite Painting

Go down to the wine cellar (6). See that candelabra that looks like it opens a secret door? It opens a secret door (7).

Beyond is an old bunker built to hide Jews during WWII (8). Go up the stairs, breaking the obstacles out of your way. You get to Beth's *real* personal computer (9), an Illuminati mainframe (don't get too close to the processor core, it will shock). Gather up all the supplies

(including the Accuracy weapon mod, and the lockpick on the ledge outside the window). Use the code from Beth's note (1784) to open the containment chamber and get the aug upgrade.

Now log on to the computer (bduclare/nico_angel) and send a signal to Morgan Everett. On the way out, he'll contact you via your infolink (does the *whole world* have your head's number?). He tells you he'll help you, but only if you break into an MJ12 base to help find the information he needs to create a cure to the Gray Death. He tells you to get a key from Nicolette which will open the family crypt. She complies, and tells you more about where you're going, an ancient castle of the fabled Knights Templar.



Chateau, Labyrinth

Make your way quickly and quietly to the Mausoleum (10). Otherwise be prepared to deal with a squad of MJ12 Commandos who will arrive right after you.

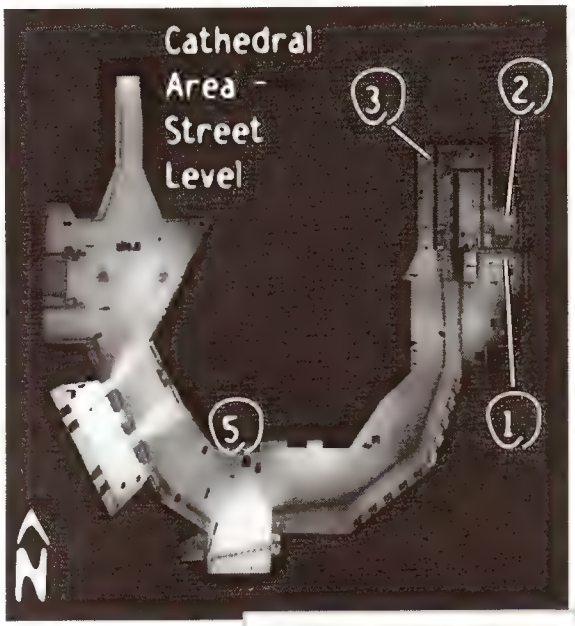
Codes and Passwords

Nicolette's computer	login nicolette; PW chad
Beth's computer	login bduclare; PW nico_angel
Suspension vault code	1784

Important Items and Secrets

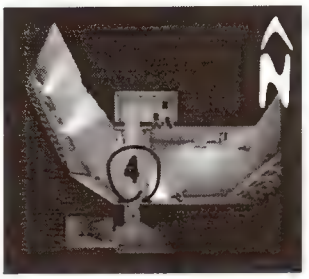
- Secret Stash in Nicolette's Room (Use skull)
- Stash behind painting in Beth's room.
- Augmentation upgrade in vault behind Beth's computer

Treasures of the Templars

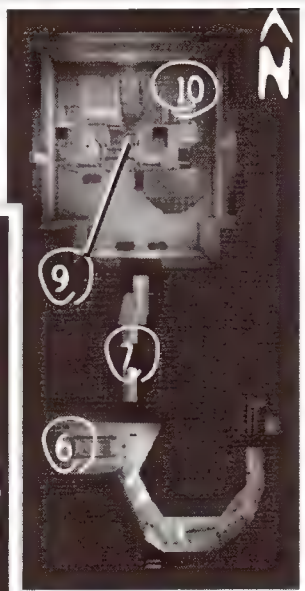


When you emerge from the sewers (1), don't dash off down the alley immediately. Jump up on the crates, break out the window and enter the gatekeeper's apartment (2). Search the body and grab the credit chit on the floor, then walk up the beam to the next floor and grab the key by the mirror.

Unlock the gate (3) and go through. Take out the commando on sentry duty. Timing your advance to avoid the patrolling military bot, and staying low to avoid drawing the attention of the guards on the bridge (4), move up on the left side of the alley until you can see the window opposite the entrance to the bridge (5). Shoot out the glass, then retreat until the alarm stops.



Bridge Over Street



Here's a neat trick. The camera in the window is focused on the door leading to the bridge, so it can't see you if you stay under it. Furthermore, if you stay in the corner of the window, right by the security panel, the patrolling bot won't be able to detect you either. Hack the security in the window if you can, otherwise just disable the camera.

Open the door. Be ready to take out the three guards on duty on the bridge. If you can hack the security panel on the other side of the bridge, you can shut down the military bot. Otherwise, you have an excellent platform on the bridge to take it out with explosives or even sabot rounds. You can also use the bridge to snipe the guards at the Metro station (6), if you're patient.

Nearby Streets

Tunnel
Moat

Dispense with the commando on the next bridge (7). The grounds are patrolled by four sentry bots. You can dive into the moat and swim through a tunnel (8) to the well (9), from which you can evade the bots if you're careful (there are a couple goodies along the way), or you can crouch behind the planters near the gate and take out the bots with high explosives.

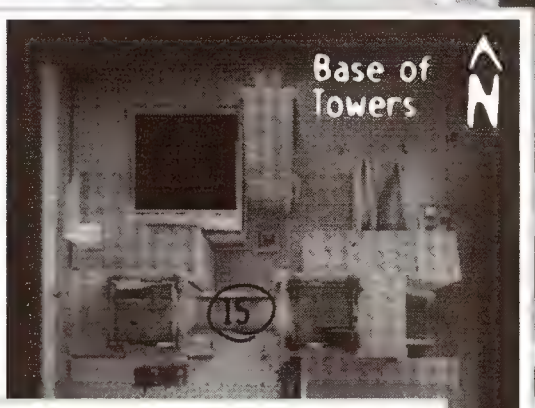
If you want to take a shortcut, blast (or pick) your way into the ground-level door to the west building.

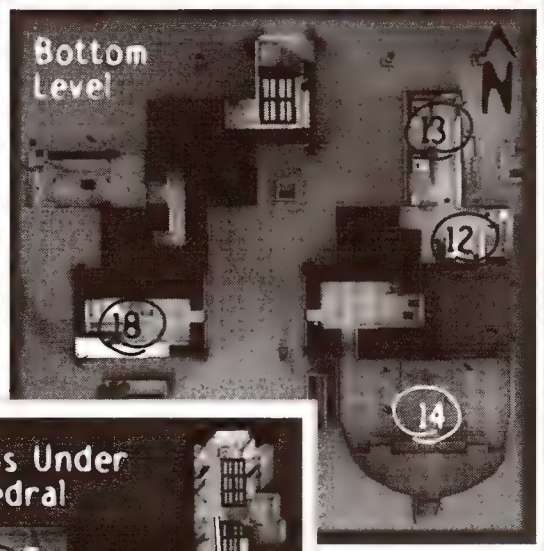
However, if you want to explore everything, head for the trellis on the northeast side of the east building. (Actually, if you make some noise outside the building, there's a chance that a couple of commandos will come out to check on it. This may be a good thing or a bad thing, depending on how ready you are for their visit, and whether they leave the door open behind them.)

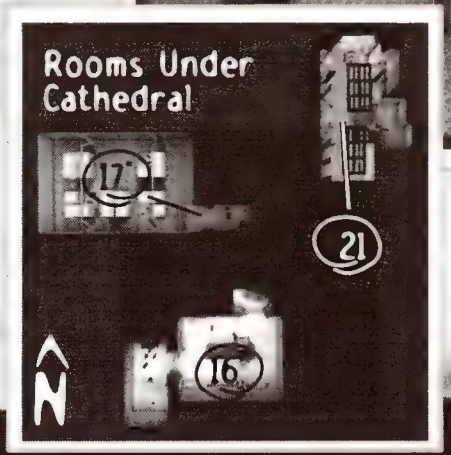
Climb up the trellis (10), onto the roof, break out the skylight and drop into the library (11). Be quiet, there are guards above and below you. Grab the front door key under one of the book stands. The books themselves give a history of the Knights Templar.

Go cautiously down the stairs. There are two commandos as the bottom. The stairs make an excellent choke-point for LAM booby-traps, if you can get the commandos to chase you up them. The first room contains another copy of the main door key (12). The bedroom beyond it holds a Recoil weapon mod, and a very interesting datacube. Basically, stripped of mystical language, it contains two door codes (1942 and 0022) and a security login (login 34501; PW 08711). Search the other bedrooms (13) as well.

On the opposite side of the ground floor is a chapel (14), guarded by a commando.







Now make your way carefully upstairs. Take out the sniper at the window and the guard at the bridge (15). Watch out for the guy on the bridge. If you don't take him quickly, he'll call up a whole pile of friends.

Codes and Passwords

"Sidon's Vault"	1942
"Fountain of Wisdom"	0022
Security/computer access	login 34501 PW 08711

Carefully work your way across the bridge and down the stairs, dealing with the snipers as you go. When you get to the place where the stairs split off, stay on the east side. Go all the way down to the basement, until you get to the kitchen (16). Talk to the chef, but watch out for the two troopers having a snack in the back.

Go back upstairs and cross over to the west side of the building, then go down. You come to a locked door (17). Use the "Sidon's Vault" code (1942). You can get past the laser triggers with the electrical panel under the stairs. Run directly across the room to the west wall, where there's a security panel (34501/08711). You should be able to outrun the turrets, and the panel is out of their line of fire.

In addition to Morgan's gold, this room also contains a working repair bot, and weapon mods for Scope and Reload, along with other goodies. From the stairs, you can see a biocell and a Range weapon mod. You'll have to jump to get these — it will be easier if you have the Speed Enhancement aug.

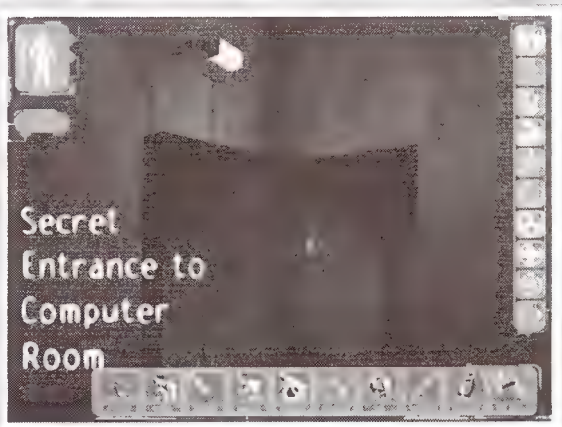
Just up the stairs from here is a room guarded by a sentry and a simple but very efficient security system (18). As you might guess, the door out of this chamber is very important, but ignore it for now (if you decide to go for it, the entry code is of course 0022, the "Fountain of Wisdom"). We'll take the back way.

Continue upstairs, and at the top go into the unlocked room to your left (19). Be prepared to take out the WIB inside. Inside you'll find another copy of the front door key and another datacube with the "Sidon's Vault," etc. stuff on it. Definitely pick the cabinet in the corner — the credit chit is worth it all by itself. Use the security panel (34501/08711) to turn off the camera, on general principles.

Pick or blow the door across the hall. (How is a door in *Deus Ex* like a nose? Aw, never mind.) Go up the stairs. The door at the top just leads to an empty balcony — trust us and don't waste any resources getting to it. Give the odd-looking light fixture on the wall (20) a good yank.

Important items and secrets

- Weapon mods, etc. in vault
- Weapon mod, etc. in WIB's bedrooms



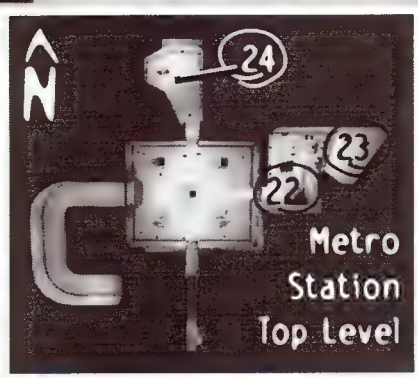
Aha. This is interesting. Enter the secret door and take the ladder down. Be careful in the room with the computer (21), Gunther is waiting for you. If you got the kill word from Jaime in Paris, the encounter will be short but amusing. However, if you have to fight Gunther, your best bet is to keep as much distance as possible while he talks to you, then try to take him out immediately with high explosives. Watch out for his flamethrower.

Now logon to the computer (the 34501/08711 combination also works here) and uplink the info to Everett.

Everett confirms receipt of the information and orders you to go to the Metro station for further instructions. As you leave, Walton Simons appears in the holo projector to throw some threats around.

MISTER EVERETT'S NEIGHBORHOOD

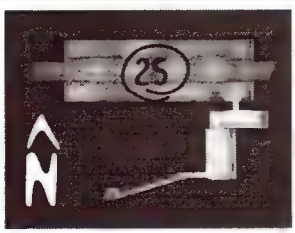
On the way to the Metro station, Everett finally explains something about that Icarus critter that's been popping up on your infolink for awhile now. You also find out you have a new buddy in your head ... none other than Bob Page sends you his best regards.



The four cops and two commercial bots on duty in the lobby won't make any grief for you, unless you make some grief for them.

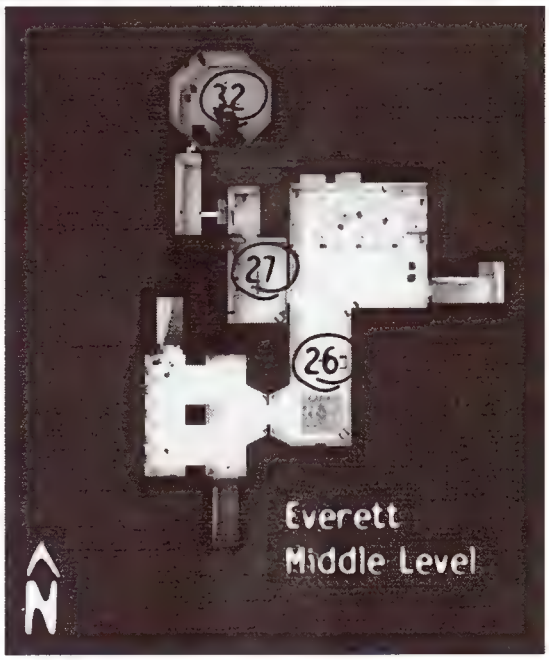
Go through the door to the east (22), into the lounge. There's a technician in there willing to sell you black market weapon mods.

Climb up on the ledge (23) on the east side of the room (you'll have to stack furniture to do it — the small crate behind the kiosk will be useful). Grab the multitool and read the diary, which contains most of an ATM access (account 756001; PIN wyrdred0?) then hop down.



Metro - Track

Go across to the north room (24). It's locked, but you can break out the glass (if you're not too ostentatious about it, it won't even disturb the cops). Inside is a working repair bot and an ATM. You can hack the last digit of the tech's password (and it's worth the effort).

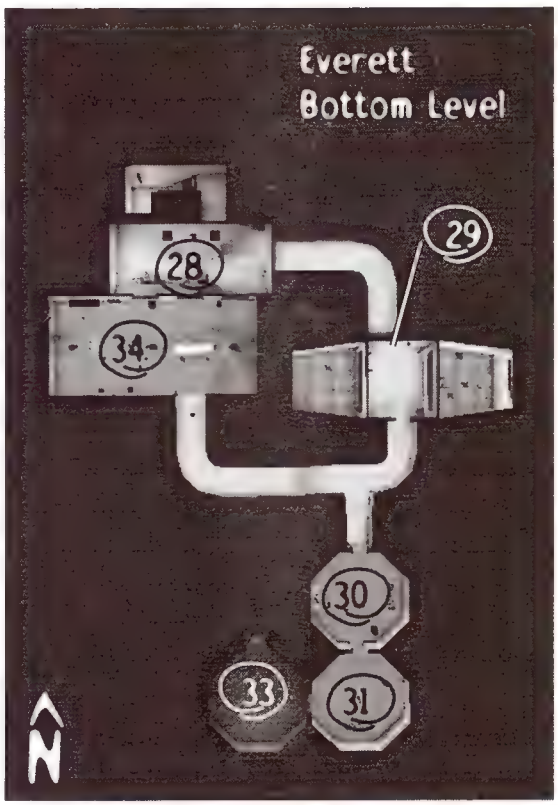


For the record, the last number is "8."

Now go down the stairs to the platform (25) and meet Everett's associate, Toby Atanwe. Using some rather mysterious technique, he sedates you and takes you to Everett's.

This is (despite some reasonable suspicions) friendly territory, so help yourself to anything that looks useful. There are a couple of credit chits in the living area (26), and a key to the "Aquarium Hatch." You'll also find a secret panel behind the mirror in the bathroom (27). We'll get back to that.

Go down, past the repair bot (28) and the *big* aquarium (29). Where a passage branches off to the left, take it. Inside, you'll find Alex Jacobson (30), who's doing some temp work for Everett. He warns you not to trust the Illuminati too far. Talk to Alex twice. Hack into the computer and you can find a message from Everett to Atanwe with a couple of key codes, 2384 and 6426. In the next room (31) is a medbot, a datacube with part of a security code (no login; PW pynchon ... but you can probably figure out for yourself that meverett works as the login) and a locked door.



That makes two secure rooms (32, 33). The reason we're dealing with them both together is that they each contain the key for the other. The one you enter first should be determined by which you can more afford ... the lockpicks to enter the room upstairs, or the multitools to enter the one next door to Alex.

The room behind the mirror (32) is the home of Lucius DeBeers, the nominal current leader of the Illuminati. He's not doing much leading at the moment, because Everett has him in a form of cryogenic suspension. He can't move, but he can talk and he recognizes you. He says Morgan is going to unfreeze him when "certain technologies" are ready. Yeah right, Lucius. He wants you to tell Everett that he's cold. You can go and tell Everett that Lucius is cold, at which he admits that he has no intention of thawing the old boy out. You can then go back and tell Lucius that Morgan is going to keep him on ice, which makes Lucius really sad.

Important Items and Secrets

- Augmentation canister, upgrade canister and weapon mods in Everett's inner sanctum

You can use the security panel to shut down Lucius's bio-support system. If you do, Everett gets mildly annoyed. Also in this room is the code to the locked room off data-processing (8001).

The room off data-processing (33) contains a loquacious AI called Morpheus, plus a few other useful tidbits, as well as the key to the secret room upstairs. Talk to Morpheus several times, just for the heck of it.

Finally, you get to Everett's inner sanctum (34). The aquarium access hatch is inside, to your right — you can use your key to open it. If you swim the aquarium you get a small exploration bonus and a rebreather and magazine of darts in the next room.

Talk to Everett to get your next mission, as well as more info on Daedalus and Icarus. There's an augmentation canister (subdermal 1; EMP Shield or Ballistic Protection) and an upgrade canister in a couple of containment chambers. You can open them from the security

Codes and Passwords

ATM	Account 756001 PIN wyrdred08
Security system	login meverett PW pynchon
Containment chambers	2384 and 6426
Morpheus' room	8001

panel (using the meverett/pynchon combination) or with the codes you may have hacked out of Everett's e-mail. There's also a locked cabinet with two weapon mods, Laser and Accuracy. Everett doesn't mind if you steal all this stuff, but he doesn't help you do it either.

Things to Buy

Metro Technician	
Accuracy weapon mod	750
Range weapon mod	800
Thermoptic camo	5000

Go back upstairs. Use the key Everett gave you to unlock the door to the helipad (35). At the top of the stairs, you should notice a dead mechanic. The living mechanic looks strangely nervous. Something funny's going on here. Go back down and tell Everett your suspicions, and it becomes clear that the mechanic is an imposter. Everett gives you permission to kill him. Go back and confront him ... whether you kill the imposter or not, warning Jock about the situation allows him to find and disarm a bomb hidden in his chopper. (If you don't figure out that the mechanic is a phony, the bomb goes off and Jock dies at the start of the final mission.)

Vandenberg AFB

Jock drops you off on the roof of the main building (1) of the former Vandenberg AFB, where a small crew of renegade scientists are holding off an MJ12 invasion force. Your arrival scares off some troopers who were chasing a scientist named Carla Brown. She fills you in on the situation. She also tells you how you can activate the base's own guardian military bots to destroy the MJ12 bots. There are two panels that you have to get to, both with the code 5868.

Before you head downstairs, take a lap around the perimeter of the roof. There's some good sniping from up here. In particular, clear the two troopers out of the tower on the west side (2). There are also a couple of sentries on foot directly below you, and a pair of security bots on the east side (the military bots are probably out of range of most things that can do them harm).

When you're ready, head downstairs. Watch out for the camera-and-turret combination by the door. You can take them out neatly with a LAM from the landing directly above. When you get to the door, don't neglect the security panel across from it.

In the next room, try to take out the sentries before they can hit the alarm, otherwise you'll have to deal with turrets too (a hint, the alarm is next to the guy on your right). Alternately, climb the ladder, creep quickly over their heads through the grate and ride the top of the elevator down (this is worth a small exploration bonus).

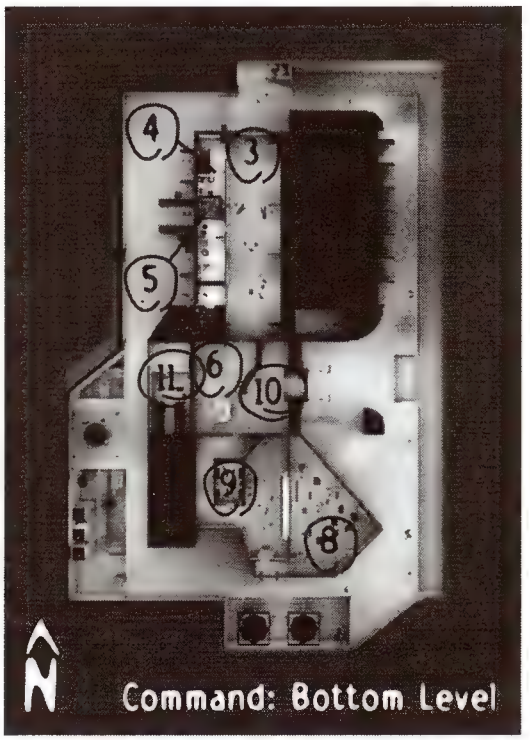
In the middle of the ground floor (3) are two troopers and an MIB. If you can take out the MIB in one shot, the explosion will significantly discourage the troopers. Alternately, just roll a LAM into their huddle, or shoot at them and blow the TNT crate as they run past. Watch out for the snipers up on the catwalk.

Codes and Passwords

Robot override code	5868
Building security system	login command PW zebra42
Tunnel security system	login tunnel01 PW omega2a

Notice the security panel by the door on the south wall. If you can hack it, your life will be happier and possibly a good deal longer.

Slip quietly through the door in the northwest corner (4). The cabinet in the corner has some goodies (biocells, a rebreather, some ammo), but might not be worth the lockpicks to get them. Go through the south door. Open the grate and find the dead tech (5) for a small exploration bonus and a key you'll need a bit later. On the machine is the first override panel. Activate it (5868).

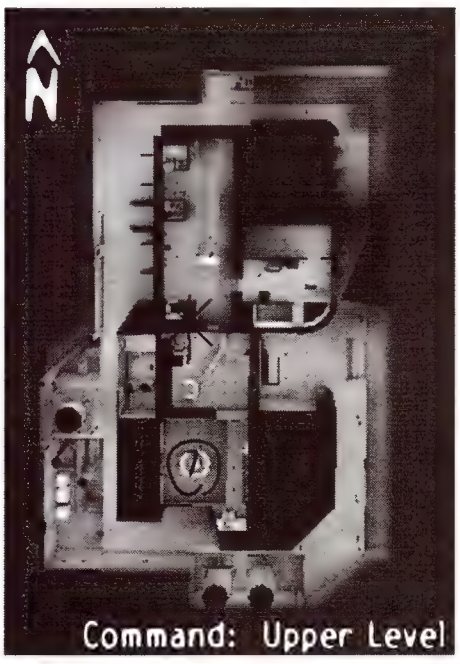


Command: Bottom Level

Don't take the stairs up, they're well guarded. Instead, ride the elevator up to the second level and work your way around the perimeter of the balconies, removing the snipers as you go.

Enter the room to the south (6). Go up the stairs to your immediate left (which also allows you to evade the turret, if you couldn't hack security). Go around the balcony and into the conference room (7). Try to get the drop on the troopers below.

Drop down and talk to the scientist. She gives you the security codes (login command; PW zebra42). There's a medbot rolling around. The hazard room (8) has an electrical current running through the water on the lower level. To turn it off you have to deactivate both electrical panels somehow. This allows you to collect a hazmat suit, some thermoptic camo, a medkit and a Range weapon mod off one of the corpses. There's also a locked cabinet on the upper level. You can see whether it's worth the lockpicks or not.



Command: Upper Level

Enter the supply room (9) with the key. The researcher hiding in there will give you some interesting intelligence about the tunnels underneath the base, including the password for their security system (login tunnel01; PW omega2a). There are some useful supplies in here as well.

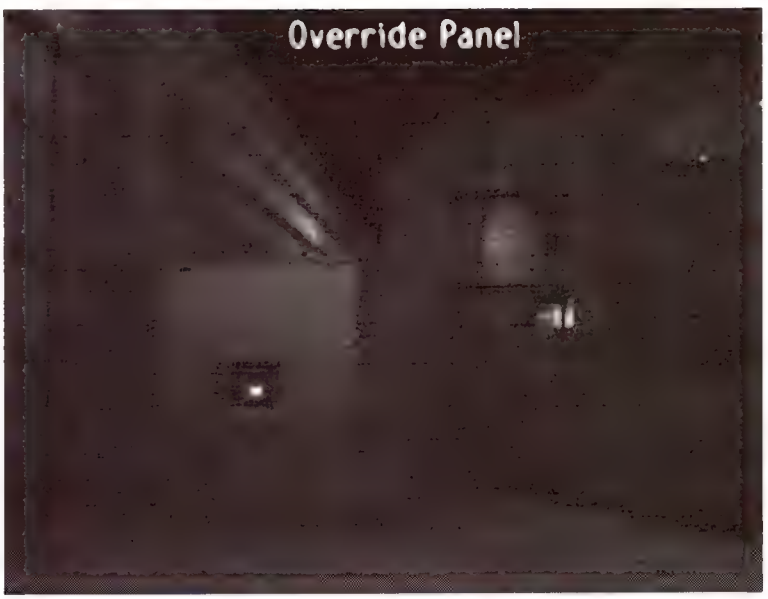
Important Items and Secrets

Various items in locked supply room

Go back to the entry room. Do not use the well guarded front entrance (10) unless you have to — instead slip through the grate in the west wall. The ladder leads to a balcony, which could be used as a sniper platform against the troops in the tower (though the angle's not very good ... the roof was better). There's nothing else up here. Pick the lock to the outside door (if you're low on lockpicks and you have to choose between picking this lock and getting the researcher out of the supply room, choose this one and come back for the researcher before you go into the tunnels) and go out (11).

You've already been warned about the patrolling sentries and the guys in the tower. There are a few goodies scattered around the perimeter, including in the pool of water (12) under the twin tanks. Just stay out of view of the military bots on the east side.

The override panel is on the west side (13), just under the sniper tower. Hit it (5868). If you climb up the sniper tower to collect the troopers' ammo, you'll notice a pipe leading to the building. It leads to a ledge with a couple of crates containing LAWs.


Override Panel

Now you need to get to the bot bay (14). Crank your defenses and sneak or dash to the bot house. Punch the button and enter. Open both bot bays with the buttons by their entrances (once the bay is open, get out of the line of fire). There are a few extra goodies in the bot house as well.

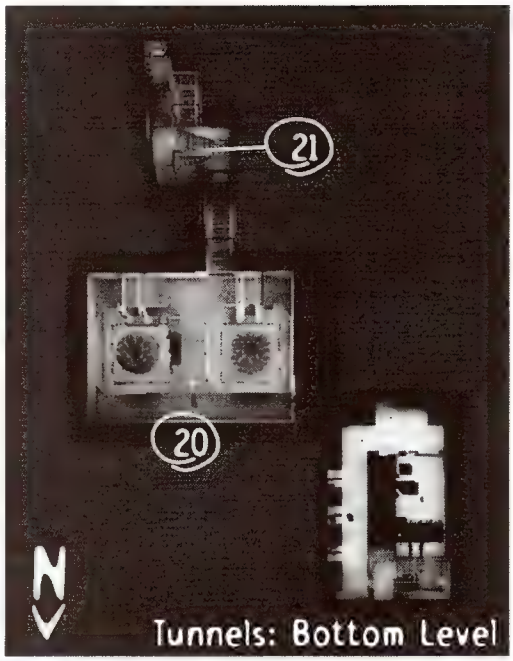
Robot Hangar & Communications Building

If your bots lose the fight, be ready to mop up the stragglers. Actually, you can just blast all four of the enemy bots (using those LAWs you found above) patrolling the front of the building, without bothering with the overrides or the friendly bots, and you'll be able to continue. But this way is probably safer, doesn't use anywhere near as many resources ... and has a lot more style.

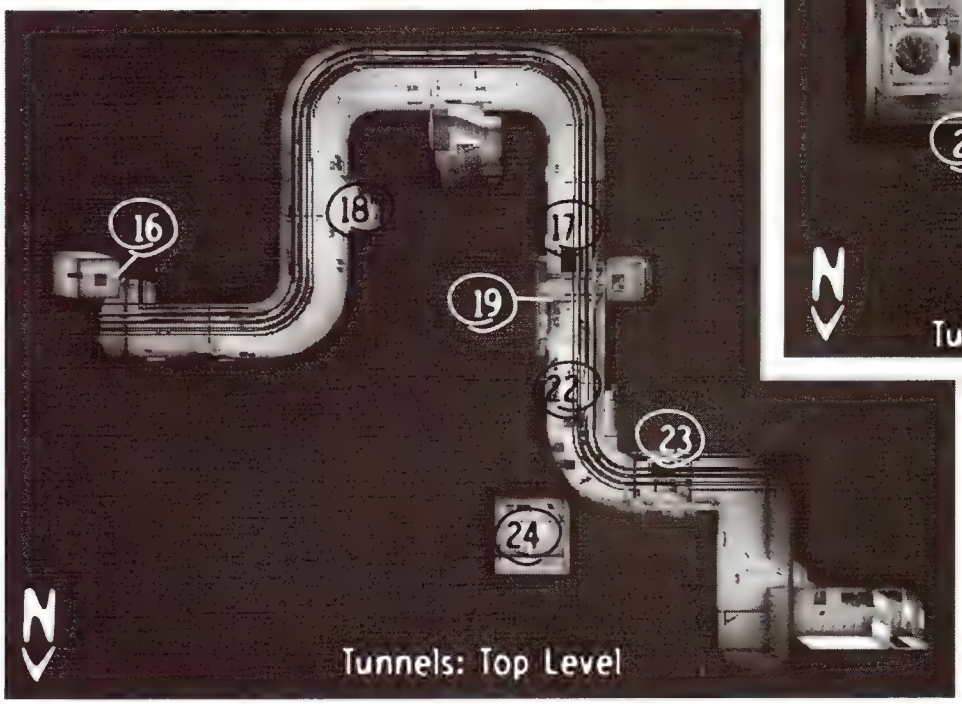
CLEANUP

Go to the comm hut (15). Inside, a scientist and a couple of techs are holding down the fort. They tell you how to reach the tunnels that will get you to Savage. Gather up anything that looks useful (don't forget the dead enemy sniper on the roof). The locked locker on the left contains an aug upgrade canister, the one on the right has a couple of magazines of darts.

Go down through the trap door into the tunnels (16). Watch out for the two spiderbots. There's a security panel you can hack using the code you got from the scientist in the storeroom (tunnel01/omega2a). Don't worry about the locked door for now.



Tunnels: Bottom Level



Tunnels: Top Level

If you break the blue beams (17), you'll release two spiderbots from a trap door, and seal the door in front of you. You can unseal the door by going back to the panel near the entrance (18) and pushing the button. Don't worry about breaking the beams again, they only seal the door once (and no further bots will be released). You can avoid the whole thing by opening the electrical panel next to the beams.

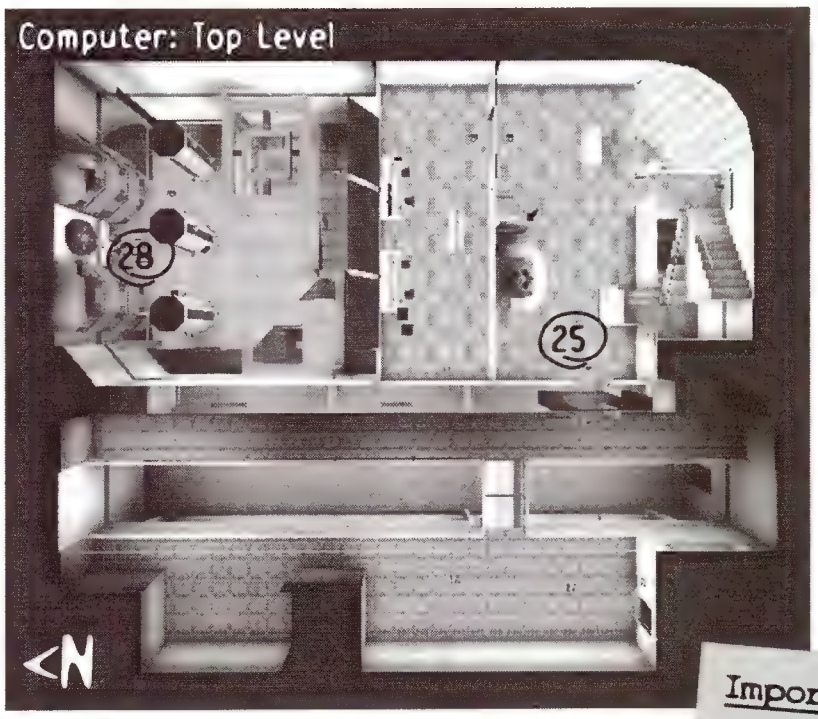
At the end of the hall, turn right, crouch and go into the ductwork (19). When you get to the grate on the floor, open it and dive into the flooded maintenance section (20). There are lots of submerged goodies down here — dive for them. Don't miss the key on the central catwalk ... that's your ticket out.

When you think you've got everything, swim down the hall. If you go down the stairway (21) and pick the lock at the bottom, you'll find a crate and a couple of bodies with a few goodies ... most notably an aug upgrade on the dead tech. Be careful, this is a long swim. When you're ready, swim up to the top of the stairway and unlock the door (into the tunnel, between 17 and 18).

The next area you have to pass through is highly radioactive (22). Crank your environmental defenses and get through as fast as you can. Alternatively, use the key you found in the flooded areas (or spend the picks) to open the maintenance hatch and crawl over the whole mess (though you'll miss a couple of goodies this way). When you get clear of the radiation, you come to a room with a gap (23). You'll see a spiderbot beneath you, and possibly one across from you. This would be a good time to deal with them.

Go down the stairs. At the very bottom are a couple of medkits. About halfway down is a passage. You can either disable the laser triggers, or just run past the ceiling turret. If you do spend the tools to take out the lasers, do not — repeat, do not — open the ceiling panel where the turret lives.

You'll come to a control room (24) where you can raise the bridge in the supply room. Clean out all the goodies and cross. The crate next to the radiation hazard on the first level contains rockets.

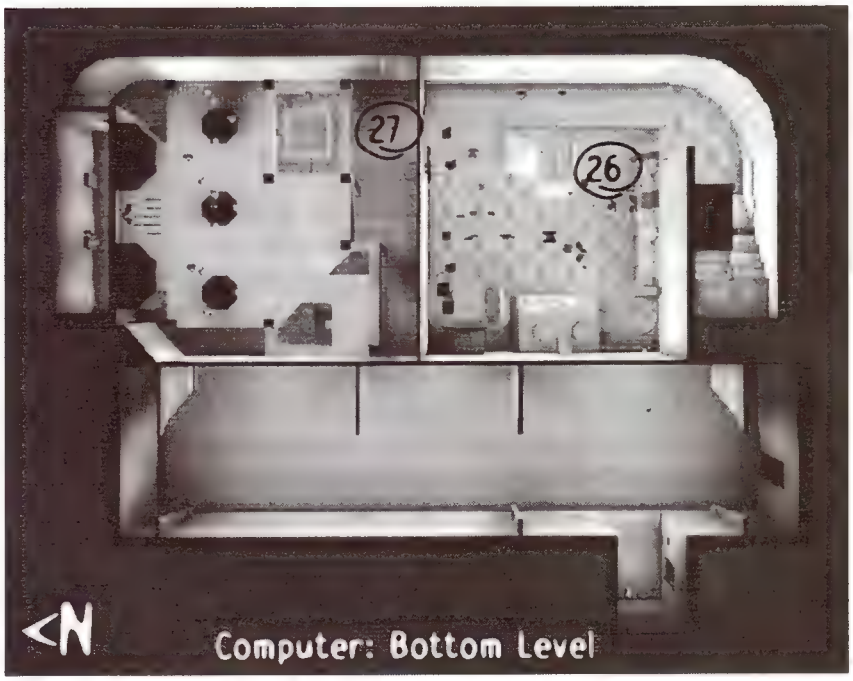


After one more spider (which you may have already dealt with) that's basically it. You find the body of the scientist who tried to precede you (he almost made it) along with a key to the control room.

Climb the ladder and emerge into the main building. Go up to the second floor, unlock the blast doors in the southeast corner with your key and go in (25). If you hack the computer and read fast, there's some interesting mail about you.

Important Items and Secrets

- Augmentation upgrade canister on dead tech in flooded stairwell.



This section is the final refuge of Gary Savage and the location of his UC. Go down to the lab (26). On the way you'll run into Sam Carter, finally driven out of UNATCO. Down on the floor is Dr. Savage himself. He tells you he needs your help to get past some berserk machinery and get the computers back online. He opens the door to the core room, and gives you the login info (login gsavage; PW tiffany).

Just to your left as you enter the core room (27) is a cart with a biocell and a key. With the key, you can go up to the top level and enter through the processor room (which is probably the best option if you have absolutely no multitools). However, we'll assume a more conventional approach. From the entrance, hug the right wall until you reach the back passage. Time your passage through the arcs to minimize damage, and bypass the electrical panel on the wall. That'll turn off the juice on this level. Push the button to call the lift and ride up to the second level.

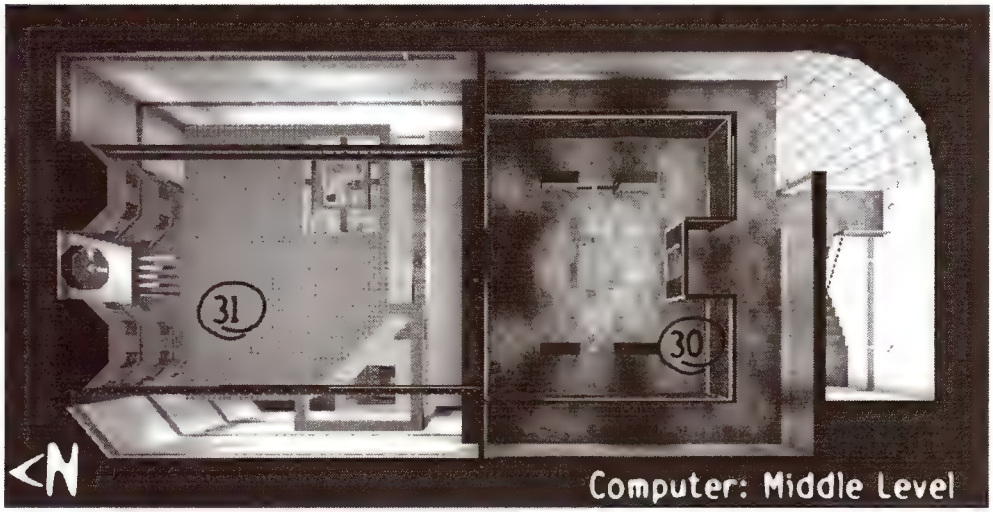
The second level looks scary, but you actually only have to cross one arc to get to the panel. Deactivate it and you're clear to the computer (28). Login using the access Savage gave you and establish the uplink.

Something weird happens almost immediately. Your friendly neighborhood AIs, Daedalus and Icarus, merge to form a new entity, which decides to call itself Helios. Oh well, at least your head is that much less crowded. Speaking of which, here comes Bob Page again.

When you get back out to the lab, you find Page on the holo-projector to Savage. He tells you that Tiffany Savage is a prisoner, and she'll be killed unless Savage hands over certain necessary parts for a UC. Instead, you volunteer to go rescue her.

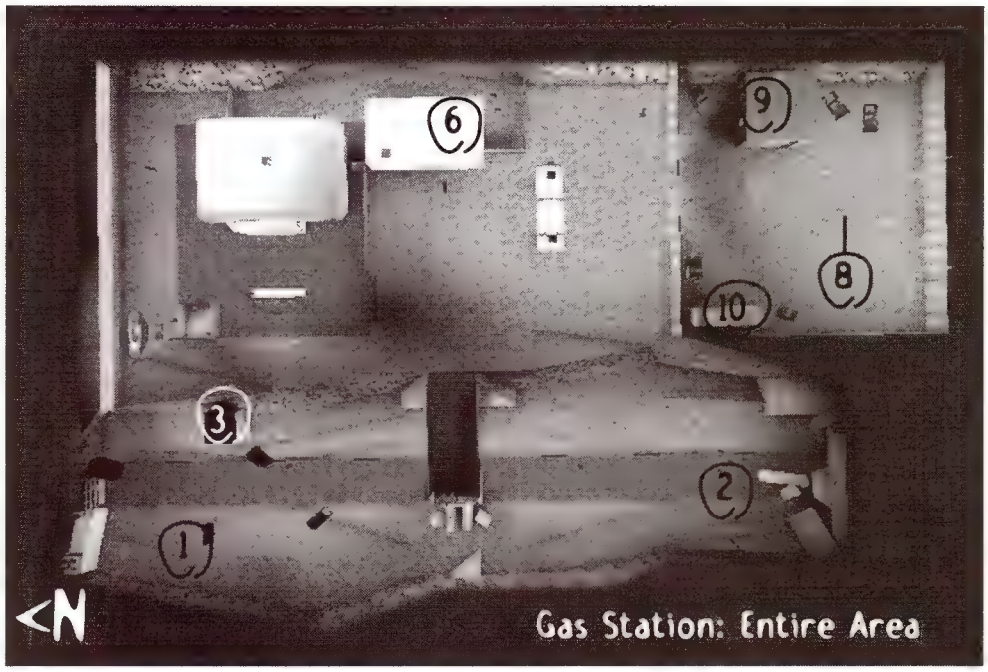
Codes and Passwords

Tunnel security system	login tunnel01 PW omega2a
Computer login	login gsavage PW tiffany



Before you leave, go up to the top floor, unlock the computer room (30) and pick up the goodies there. If you're using this route to get to the computer, you have to destroy the fan and crawl through (31), then drop down to the second floor and make a dash for the computer as quickly as possible. The wild current will turn off when you establish the uplink.

Now leave the base and go down the mountain trail to where Jock's waiting (32). There's a gas grenade in the little sentry hut. Tong's getting out here ... he has the plague. Too bad, but that's another person who won't be in your head.

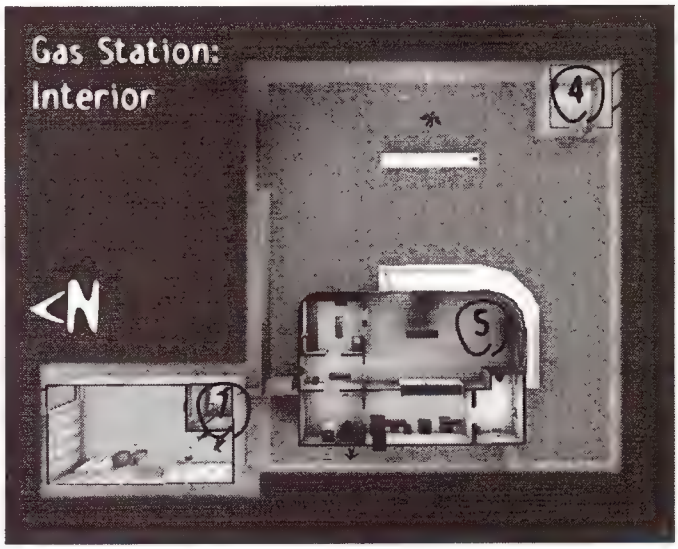


TIFFANY

Tiffany Savage is being held at an abandoned gas station. When Jock lets you out (1), run down to the end of the canyon (2) and talk to the bums. The loud-mouth guy will give you a key to the plumbing access hut. He'll also offer to sell you some of the weapon mods he's scavenged, or a rebreather.

Unlock the hut (3) and climb up. At the top of the ladder (4), be very, very careful. There's a trooper right outside your cover, and he has LAMs and a paranoid disposition. Take him out, then deal with the commando in front of the station.

Quietly enter the station (5). Grab anything that looks useful. Use crates to make your way up to the grate in the ceiling in the northwest corner, and enter. Go down the duct, up into the crawlspace and then up onto the roof. Jump across to the garage roof (6) and immediately crouch ... this next bit requires stealth and speed.



There's an MIB and a trooper below. Normally you'd want to take out the tougher opponent first, but this time take out the trooper ... they're both going to try to kill Tiffany first thing, and the trooper is closer. Remember, your top priority is to keep Tiffany Savage alive. If you get to the top of her cell undetected, you can open another hatch and drop down into the cell itself (7), putting yourself between her and danger. Either way, take out the guards with extreme prejudice, and watch out for the MIB's plasma gun.

Make Tiffany stay put until you're sure the way to the 'copter (8) is clear. Watch out for the trooper and dogs that will be just outside the door when you open it. Don't forget to go back and tell Tiffany when it's OK to head for the 'copter.

Check out the hut (9) near the helicopter before you leave. Open the door, clear away the boxes and grab the credit chit inside. If you need the repair bot inside (and you probably do), you can pick the lock on the gate, but a more economical plan is to grab a small crate, break out the window and crawl in.

If you want to pick the lock into the truck (10), you'll find ammo and a Silencer weapon mod (at the back, behind some crates). When you're ready, Jock will take you to try to finish Tiffany's aborted mission.

Things to Buy

Bum	
Accuracy weapon mod	750
Recoil weapon mod	400
Rebreather	1500

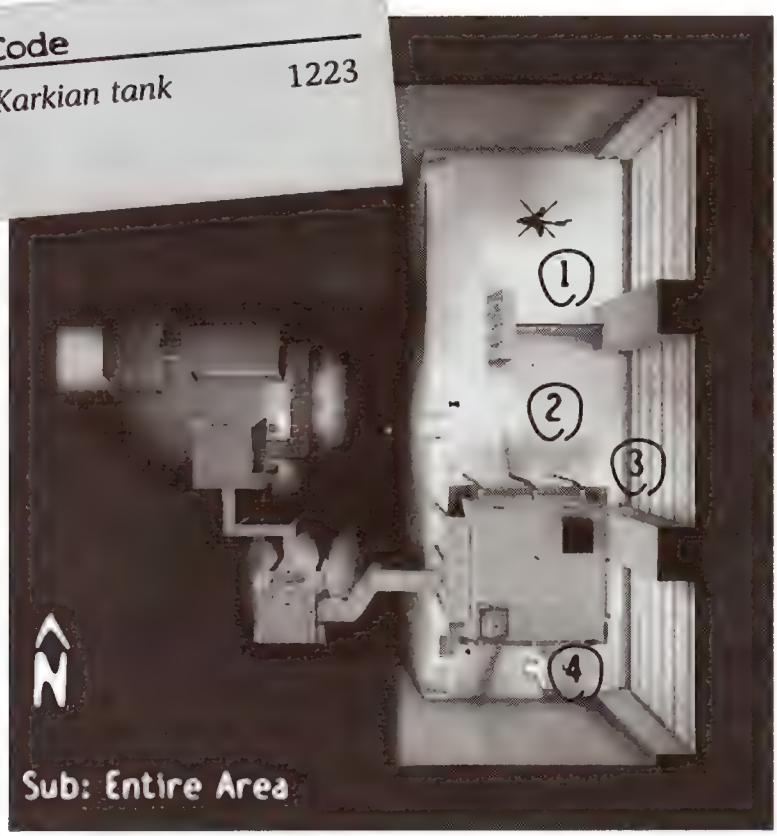
By the Sea

Jock drops you off (1) near a large open area (2) patrolled by two military bots and a single human sentry. Once you get past the first bot, hug the north wall until you get to the trench that runs along the east wall (3). This will allow you to approach the tower unnoticed. The human sentry has a key you'll need later.

Eliminate or evade the bots and make your way to the small building (4) in the southeast corner of the area. Pick the lock and go inside. You'll find two keys, one to this building and the other to the tower. There's a hatch to the ceiling, but you can only reach it using the Speed augmentation to enhance your jumping. If you can get up there, it's a good post for sniping up at the sentries overhead and across the water.

(If you're really into swimming, you can swim from the ramp that goes down into the ocean, all the way to the sub bay you're heading for, and basically do the rest of the mission in reverse order from how it's listed below.)

Code	
Karkian tank	1223

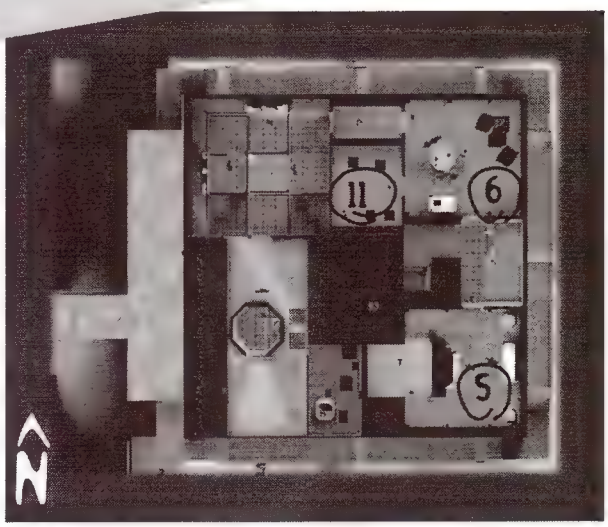


Enter the tower and make your way quietly up the stairs. When you get to the top, go left, to the room with the tank (5). Wait in the corner for the guard and take him out when he enters. Talk to the scientist, who gives you the code to open the tank (1223).

There are several ways you can go from here. Down the hall is a barracks/breakroom (6) with another guard in it. The doorway is guarded by a camera, so maybe we'd be better off coming at it from a different way.

Check out the tank. There's a baby karkian swimming around in it, which you can avoid or kill. The tank leads to a pipe which takes you to a storeroom on the lower level (7). A trooper patrols the catwalks overhead. Just outside the lab next door, on the outer catwalks (8), is your most dangerous foe on this level, an MIB. Any major

Password	
Computer login	login apinkerton PW antennapedia



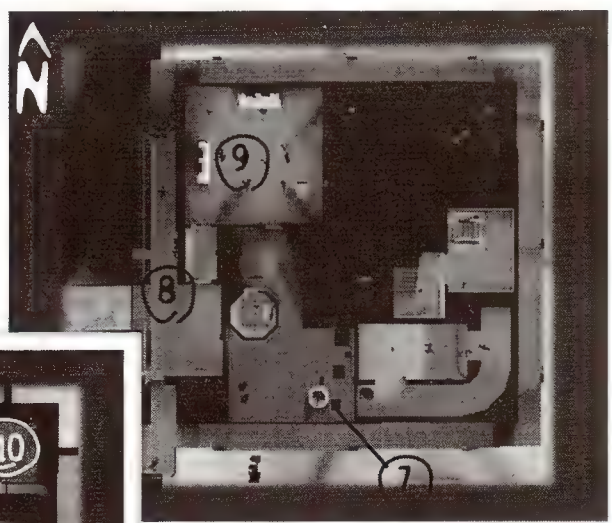
Tower: Level 1

disturbance in the lab will draw him in, but if you're careful you can take him out by surprise. There are also a couple of sentries patrolling the perimeter, unless you took them out from below.

When the area is secure, talk to the female scientist in the lab (9). She gives you her computer login (login apinkerton; PW antennapedia) and gives you a detailed schematic of the ocean lab.

Hop into the floor grate and travel down the ductwork to a room (10) with a couple cases of ammo, then jump back in the air conditioning and return to the lab. Take the ladder up, and go through to the barracks via the west entrance.

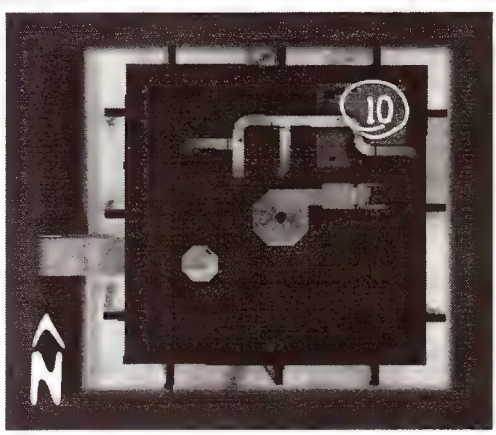
This will allow you to disable the camera. There's an assault shotgun and a Silencer weapon mod sitting out on the table. Behind the door with the digital keypad is a supply room (11) with several crates of ammo.



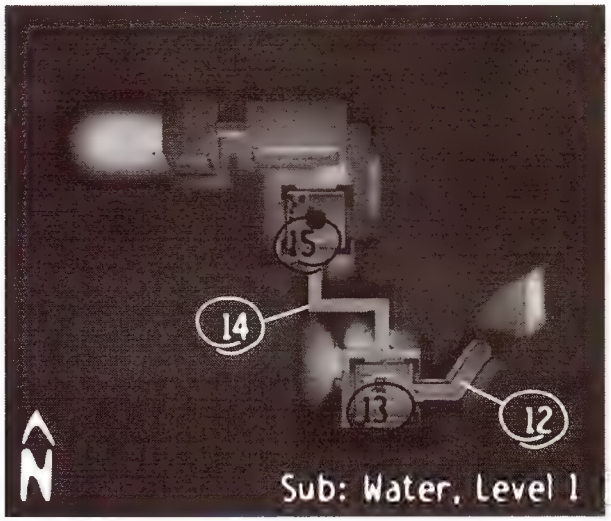
Tower: Level 2

Go back to the ladder and go all the way down. There's a sentry patrolling the corridor (12, p. 234). Go down the ladder to another umbilical. When you come to the room with a guard (13), don't let him hit the alarm button ... that will turn on the ceiling turrets.

You don't have to, but this is an excellent time to take a dip and see what the underwater portion of the base



Tower: Level 3



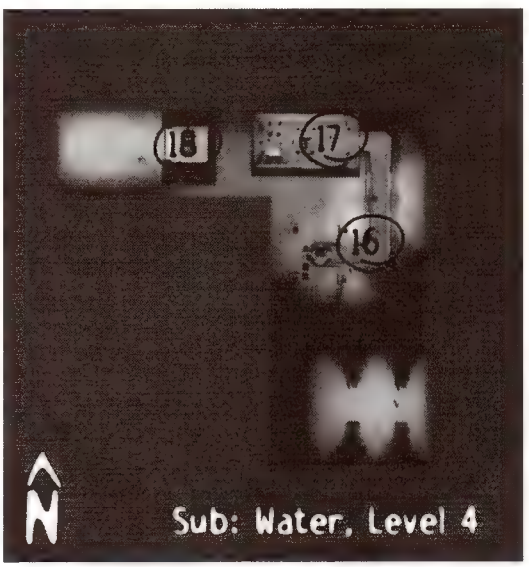
looks like. It's definitely a sight worth seeing, but be careful and keep your crossbow ready ... there are a couple of frogmen patrolling the area.

Open the door and go out into the open (14). If you didn't already take care of them at range, there's a sentry in front of you and a commando on the roof behind you ... don't get caught in a crossfire.

In the next room (15) there's a sentry and some supplies. Deal with them and take the lift down.

Just before the long hallway (16), there's finally a security panel. You'll be much happier if you can hack it, or at least disable the turret right in front of you. One sentry patrols the long hall.

The next area (17) is much more dangerous. There's one trooper down here and two more upstairs. When they're dealt with, grab the datacube off the cart and get the security login (login tech; PW sharkman), log on to the security panel and open the sub bay doors. You can also get the security code by talking to the female scientist, once things calm down.



Upstairs are a couple of computers. You can finally check Dr. Pinkerton's account. Nothing really thrilling.

Go down to the sub bay (18), talk to the mechanic. You've already opened the gates, so you don't need to worry about the security panel. Take the working sub and leave.

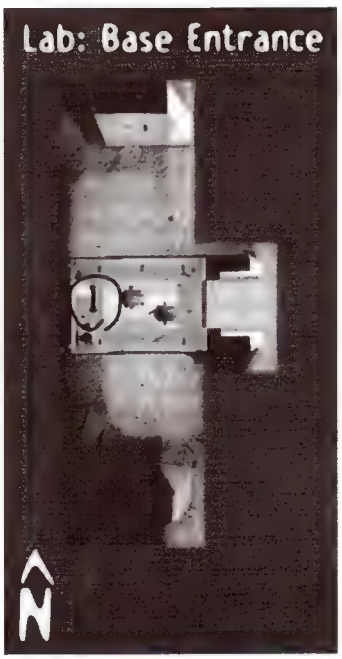
Password

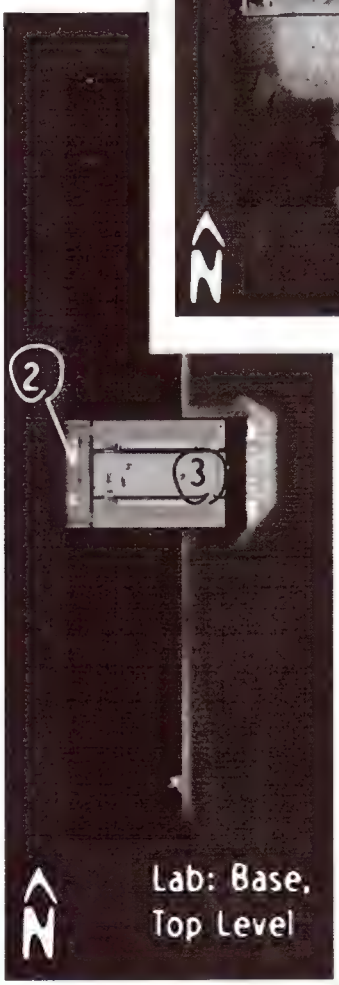
Security System — login tech
PW sharkman

DEEP TROUBLE

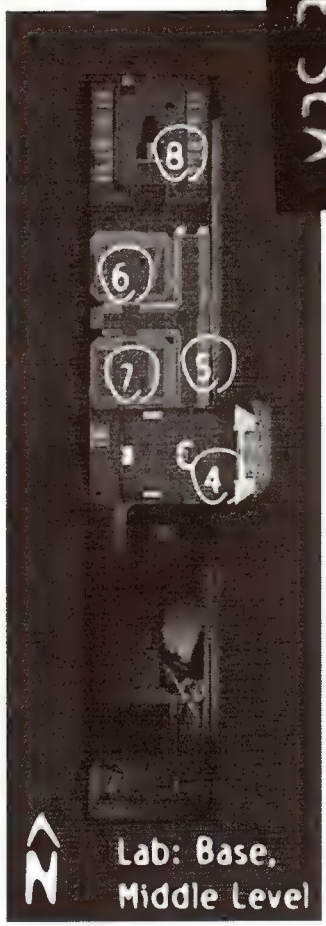
When you arrive at the deep-sea base (1), it's obvious that something has gone horribly wrong. The dead trooper spent his last moments scribbling in a journal. Dr. Savage sends you a warning, and the dead greasel lends some presence to his words. If you can hack the security panel, you'll see some of the dangers that lie ahead.

Go up the stairs (2). The first two levels both lead to a Karkian tank (3). The Karkians have learned how to jump out of their tank, so watch out. Both bodies have useful items.





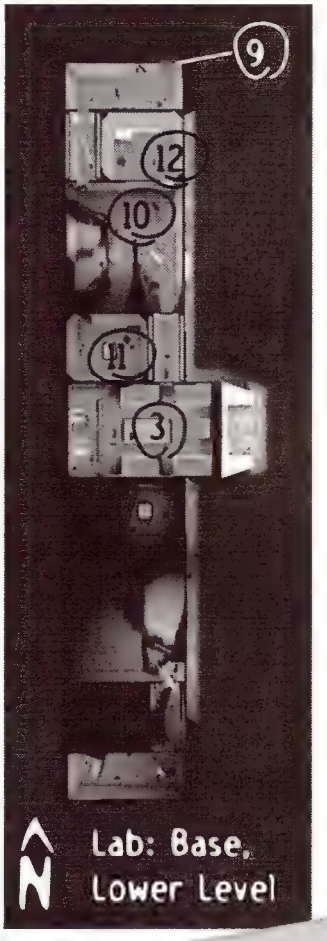
The third floor conference room (4) is deadly. The turret is one of those that, as Savage warned you, isn't responding correctly.Don't mess with the security panel. There's no good way to cross this room. One option is to sprint under the turret and disable it by hand. The other option is to just sprint for the door. There's nothing more useful than a candy bar in the room, so the second option is probably actually more efficient.



The next hall is tricky (5). There's a berserk turret at the end, but there's also some necessary stuff. The best way to get past the turret to the good stuff is probably to sprint down to the end of the hall, crouch directly below the turret and bypass it. Then grab the key next to the body, and gather the stuff from the north room (6). If it is physically possible for you to enter the south room (7) you should, because it's an armory with all kinds of good stuff (including a couple lockpicks, to replace the ones you used getting in, or there's a key you can get a bit later, with some difficulty).

Go into the greasel lab (8), and kill the two loose greasels (watch out for the one just left of the door). Before you go all the way down the ladder, get the greasel swimming below. Go

down the ladder. The secured door to the northeast (9) is where you want to go. Through the door and down the short hallway is a large room with three greasels. If you don't want to deal with the greasels, you can spend the multitools on the door to the northeast.



If you do decide to continue into the room with the greasels (10), you come to a large area with several floating bodies. The most important thing in the room is the floating datacube with the code to the tunnel to the next unit (5690). In the room to the southwest (11), there's a hatch that leads to the open sea. If you go out and head south toward the flashing light, you'll find a hidden area with a GEP gun and the key to the armory. The locked door to the northeast (12) contains only a medkit.

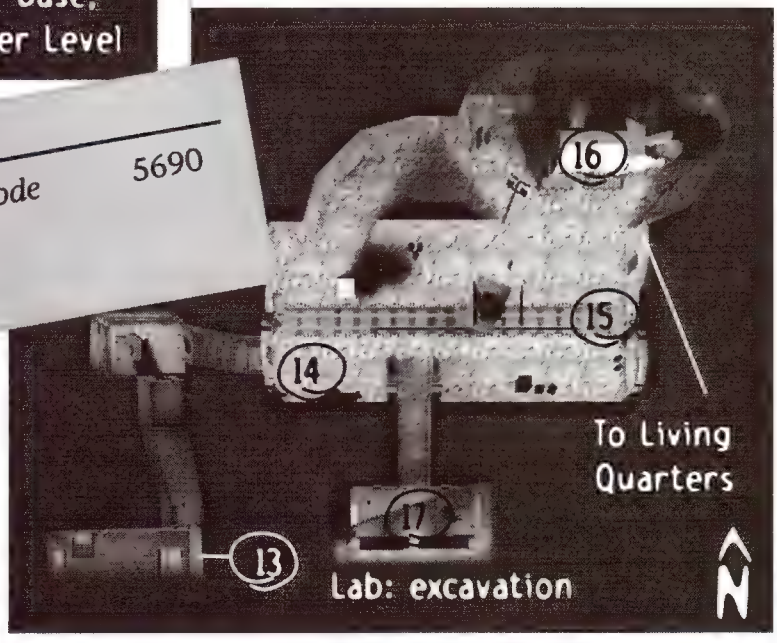
When you're ready, pick the lock or enter the code and continue on.

There's some wild electricity guarding the door out in the next room (13). Just crouch, hug the south wall and hope for the best.

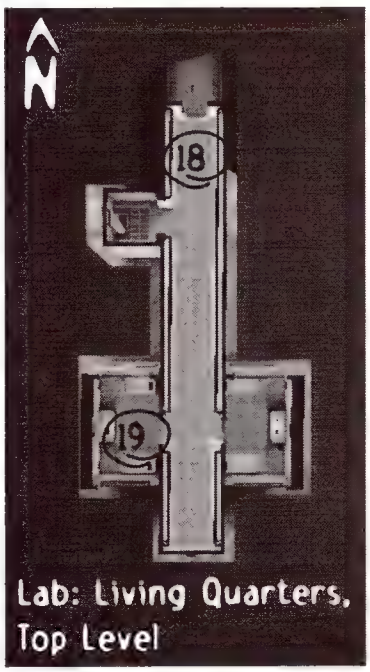
You enter a large, open area that seems to be new excavation (14). This section is inhabited by a Karkian and a couple of greasels. To give them a surprise, sprint over to the switch over the tracks on the east wall (15), pull it, and quickly go and hide in the area in front of the drill (16). The switch will start throwing electricity all over the room, possibly frying some of the critters.

Codes

Tunnel code	5690



There's another Karkian, a big one, in the observation chamber to the south (17). If you approach quietly, you should be able to surprise it. Also in this room are the key to the crew module and a Recoil weapon mod.

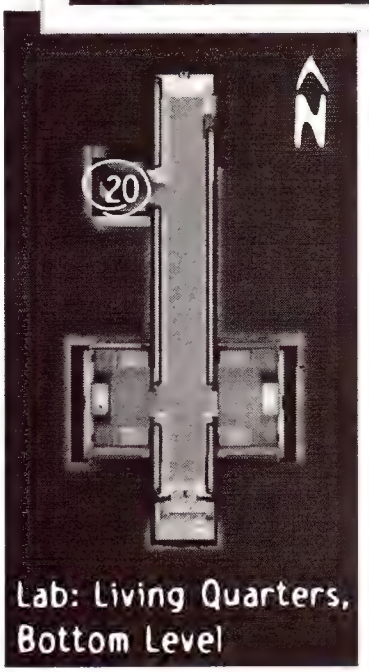


Lab: Living Quarters, Top Level

Open the door and go down to the crew quarters (18). The locked lockers usually have goodies, but nothing to worry about if you're short on lockpicks. The room to the west (19) on this level has a greasel waiting inside, so go in locked and loaded.

Go down the ladder. The locked door by the camera is a closet (20) with ballistic armor and thermoptic camo. The turret at the far end of the hall is berserk, so watch out. Hop in the lift and go down.

Watch out for the gas grenade trap in the dark hall at the bottom of the lift (21, p. 238). You have basically three options for crossing the next room (22). You can break the blue lasers and deal with the four spiderbots that action releases, or you can spend the multitools to deactivate the lasers, or you can use lockpicks to climb up to the ceiling ducts (watch out for greasels) and go over the lasers. Your call.

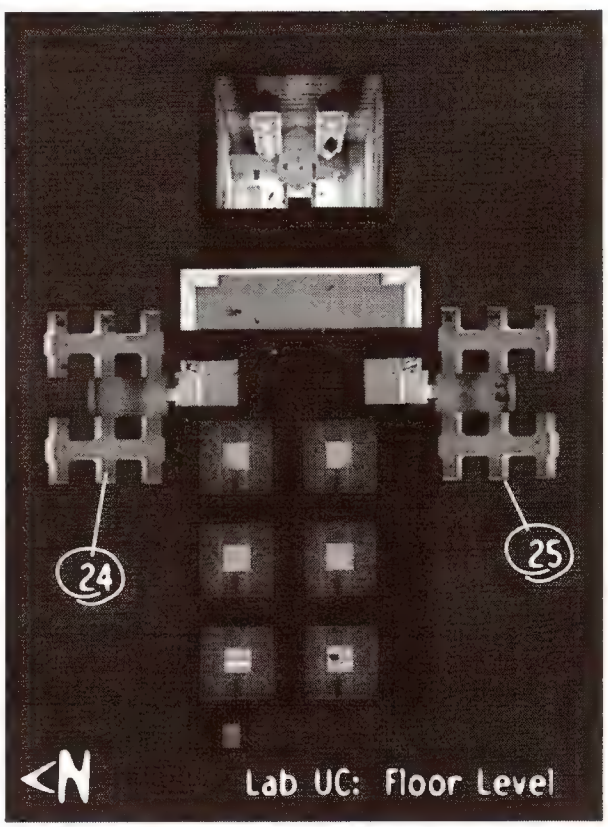


Lab: Living Quarters, Bottom Level

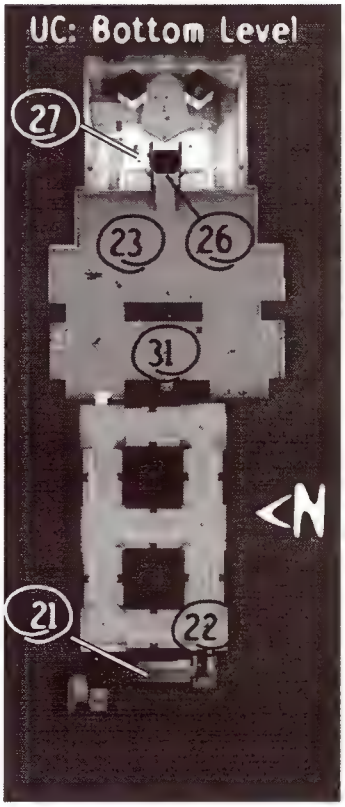
The huge room beyond (23) is occupied by one of those jumbo-sized spiderbots. There are lifts to your right and left as you come in, each of which leads to upper-level storage areas (24 & 25). One (24) is radioactive, and the other one is crawling with spiderbots.

Go to the big lift to the east (26), but don't go up yet. Look in the pool in front of you — you'll see a dead MIB (apparently they don't blow up when they drown) and some stuff beneath him (27).

The pool is electrified and will drain your bio-energy, but jump in anyway. The pad gives you the login for both the security system and the computer (login mj12; PW skywalker).



Lab UC: Floor Level



The dead MIB is carrying an aug upgrade canister on his person (make sure you have room to pick it up before you jump in). To leave, climb up on the pipe, then jump up onto the red light to climb over the rail.

Now go up. Don't be distracted by the bodies or other stuff in the first room (28). They have some minor goodies, but they're mostly there to lure you out into the turrets' line of fire. Go quickly to the security panel and log on (mj12/skywalker) to extend the bridge (29). Then cross the bridge and go to the computer (30; also mj12/skywalker) and log on to download the schematics Savage needs.

You may think you're done, but you're wrong. Now you have to get out. As you pass the holo-viewer on the lower floor (31), Bob Page pops up to exchange threats.

Retrace your steps to the construction area. None other than Walton Simons, a-hankerin' for a showdown, meets you there. As with Gunther before him, high explosives are recommended. Simons has a Plasma Gun.

Important Items and Secrets

- Lots of ammo in armory near greasel lab
- GEP gun and armory key south of exit hatch.
- Augmentation upgrade on dead MIB floating near UC

Password	
Computer/Security access	login mj12 PW skywalker

Once he's out of the way, continue back to the subs. You'll have to deal with a couple frogmen on the way, who arrived with Page, but they shouldn't be a huge problem.

Once you get back to the coastal facility, you're clear. Get to the roof of the tower, where you're met by Gary Savage and Jock. If you saved Tiffany in the previous mission, Gary has a present for you ... an aug upgrade.

FIRST STRIKE

Bob Page is preparing to fire a nuclear missile to destroy Savage's UC, but you know where the missile's coming from. If you work fast, you might be able to stop the launch.

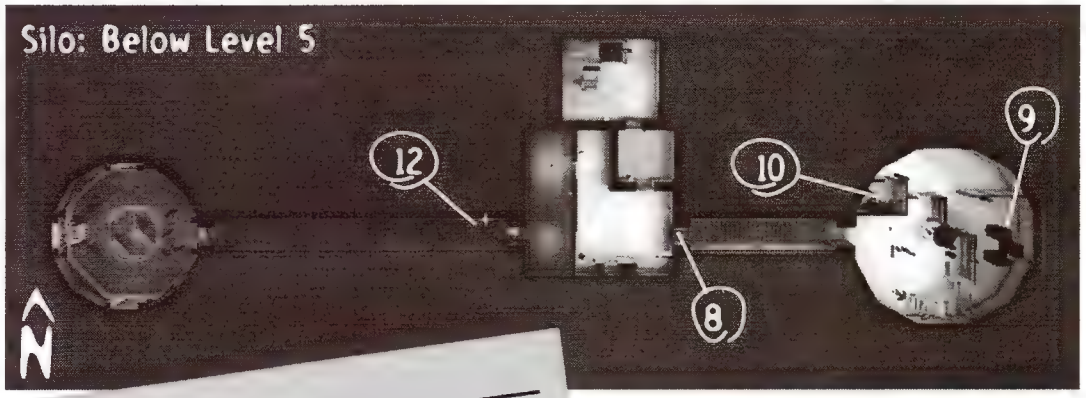
Jock lands you right next to the missile site (1). There are dogs patrolling the perimeter. Make your way cautiously to the building in the southwest corner of the compound (2). Don't mind the sirens ... they mean that there's a launch underway, and you already knew that.

There are three troopers taking a break on the ground floor. The key on the table goes to the front gate, but we're not going to use it. In a footlocker is a Range weapon mod. Go upstairs (the book on the table suggests one of the scientists may still be alive) and cross on the catwalk (3) to the enclosure. Watch out for the sniper on the water tower (4).

When you get across, you'll have to deal with the patrolling security bots. Loud noises may draw troopers out of the buildings as well.

Once the grounds are clear, you can explore. Enter the south building (5). The east office contains a couple of troopers, lots of supplies, and a key to the truck parked outside. Go to the west office (through the grate, unless a trooper left the outside door open) and go upstairs. Cross the catwalk to the north building (6), which contains a working repair bot. It also contains a grate that can get you into the silo without using any more resources.

The truck (7) contains ammo and a Silencer weapon mod. The mod is way in the back, and will be hard to get to without the Microfibral Muscle aug.



Password	
Computer/Security system	login elder PW armageddon

Code	
Security code	8456

Now enter the silo and go down the stairs. When you get to the blast doors, guess what? They haven't changed the code (8456). Continue to advance through the blast doors. When you have a choice, take the one leading to "Launch Command" (8).

You may want to hack the electrical panel at the entrance. If you don't, be prepared to deal with a commando and three MIBs in quick succession.

From the hallway, go left into a storage area (9). There are some supplies up the ladder, guarded by a spiderbot. In the corner, behind the locked door, the missing scientist is hiding in a bathroom (10). With him is a datacube that gives you the password to the computer system (login elder; PW armageddon). You can drop down into the bathroom from the upper level, and climb out via the old crate-stacking maneuver.

Go up the stairs to the control room (11). There may be an MIB up here, if you didn't already flush him out. Just do as Savage tells you ... hit the abort button, then logon to the security terminal (elder/armageddon) to retarget the missile at Page's HQ at Area 51 (heh, heh).

Page is on to your plot, however. His people are trying to shut down the launch from the silo itself. When you get to the silo, the door is open.

Silo: Below Level 2

There's a passage to the missile itself (12). You can see an MIB at the end of it. Take him out and a whole pack of troopers and MIBs attack ... in a *very tight group* (hint, hint). If you're short on high explosives, however, you might prefer to just open the grate and drop into the water below. (BTW, when you enter this silo, the entrance you took getting in locks down behind you. You can only get back to the command side of the emplacement by hacking the keypad.)

Silo: Below Level 4

Whether you come in through the tunnel on level 5, or drop into the pool on level 1, the most important thing is to get into the elevator and ride it to level 2 (13), where Howard Strong is attempting to disarm the missile. Take him out before he can. (You can also snipe him from an upper level, if you prefer). Watch out — he's armed with LAMs. First, however, you might want to drop in on the repair bot on level 4 (14).

Silo: Below Level 6

Silo: Ground Level

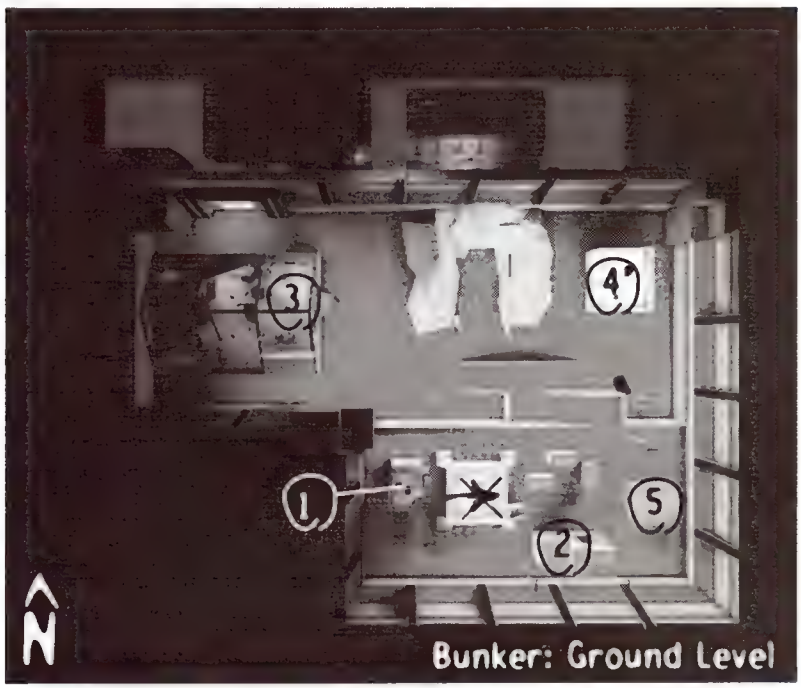
When Strong is dead, go all the way up to level 6 (15), where there's a ladder leading up to the surface. Be careful, there's an MIB on guard up here. Climb the ladder and punch the button to open the hatch (16). Jock's waiting.

Area 51

Since you just blasted it with a tactical nuclear warhead, Area 51 is not at its best when you arrive. Jock puts you down on the outskirts of the devastation, where there's still a few buildings standing. The very first thing you want to do is *crouch down* ... there's a sniper up on that tower (1). You want to take him out as soon as possible.

If you uncovered the saboteur back at Everett's place, Jock flies off into the sunset. If not, his copter blows up just as he starts to leave.

No need to enter the tower yet, unless that's the only efficient way to take care of the sniper. For now, we'll assume that you've neutralized that threat, and can return to the tower later.



There's a pile of crates nearby (2), including one that seems to have gotten picked up and thrown across the others by the blast. If you have your Running aug cranked sufficiently, you can jump up on the cockeyed crate and run up to the pile. There are two bodies there with useful stuff. One is down in a gap. The other is across the gap — you have to edge carefully around a slightly off-center crate to get to him.

Head down the ramp to the lower area. Watch out for the two security bots patrolling the area.

Make your way quietly to the hangar with the broken door (3). Inside, it's guarded by an MIB and two commandos. This can be a tough group if they all gang up on you, so you may want to consider snipe-and-run tactics.

Once you clear the building, go inside. Go up to the catwalk (the twisted stairs are still climbable) and into the office at the back. Inside you'll find a repair bot and a nervous young soldier named Xander, who tells you that MJ12 has been hunting the US forces

stationed at the base. He also gives you the security code for this area (login a51; PW xx15yz).

Codes and Passwords

Tower security code	login a51 xx15yz

Climb up to the roof of the office (it's a little tricky, but you can make it by using the fallen beam). There's a dead tech up there with a lockpick and a key. In the ground-floor office, you'll find a flamethrower and a datacube that suggests that there's a way to get to the actual MJ12 installation from this building. This "backdoor" is through the panel at the base of the big air shaft. We'll get back to this.

Head across to the small building labeled "Command 24" (4). If for some reason you didn't dispose of Simons back in the underwater base, he confronts you when you enter here. This time it's for keeps.

Inside, next to the dead body, you'll find the key to the tower. Goodies in the locked locker include ammo and a supply of multitools.

Important Items and Secrets

- Aug upgrade canister in basement of barracks.

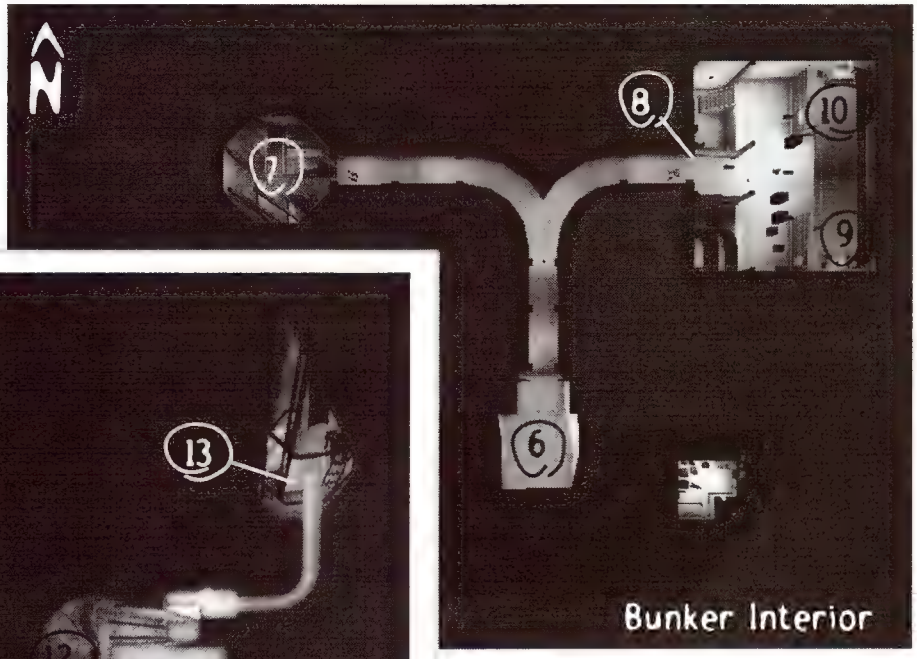
The trap door in the back room is opened with the key you found in the hangar. There's a good selection of stuff down here, including a LAW, a rebreather and more. There's also a datacube that contains the security code you got from Xander. Finally, there's a locked compartment on the wall that holds an aug upgrade. If you're short on nanotools, remember you can get some from the lockers upstairs.

On the way up to the tower, you might want to stop at the small supply hut (5) topside. It's guarded by a camera and turret in the front room. There's no way to turn this building's security off from outside. You'll just have to make a run across the room, pick the inner door as fast as possible and jump into the back room. In there is a security panel you can use to turn off the turret (a51; xx15yz). Alternately, you can use your augs to get up to the roof, where there's a hole that leads directly to the room with the equpment stash.

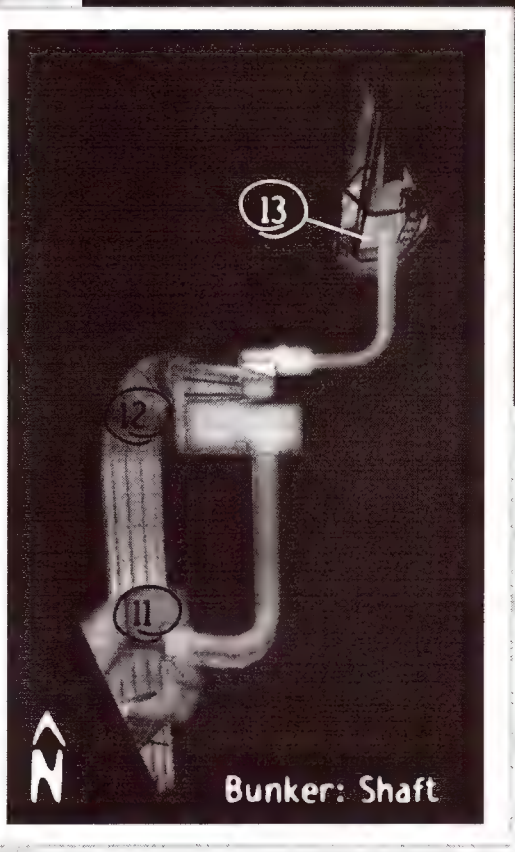
Now enter the tower. Note that both the ladder up and the ladder down are booby-trapped with LAMs. This would be a good time to have some Demolition skill. Down below there's a small room with some ammo. Heading up, you come to the sniper's nest at the top. On top of the tower is the security panel which you can use to open the blast doors (a51; xx15yz).

Go down and through the blast doors (6). Watch out for the two security bots waiting for you there. There's also a camera and turret. You can bypass security from the panel, but only by hacking ... the xx15yz password no longer works in here.

Off to the west there's an elevator that isn't working (7). You'll need to restore its power.



To the east is a room with two spiderbots (8), one up high and the other down the stairs. There's also a working repair bot. There are a couple of supply crates surrounded by a lot of radioactive barrels. You may want to shoot the crates open from a distance, and then decide whether they contain anything worth exposing yourself to the radiation for.



Enter the unlocked south room (9), and go up the ladder (watch out for the spiderbot up there, if you haven't already dealt with it). Run across the roof and down the ladder to the north room (10), which contains some supplies and the elevator power switch.

But what about that "back door" through the ventilation shaft in the hangar? That leads to some interesting stuff as well. If you're interested, go back to the hangar, and if not skip to the end of this section (p. 245).

First of all, you don't need to spend picks getting into the access hatch at the base of the shaft. Instead, climb up the fallen beam to the roof of the office. Go to the back wall and jump up on the beam there, and just walk across to where you can jump down to the grating over the shaft. Then you just need to lift the hatch and drop carefully down to the supports.

If you try to jump through the spinning fan, you die. But it's easy to break through. A single pistol shot to one of the fan-blades will do it. Jump right in.

You land in water (11). If you swim north then dive, you'll find a dead tech with a scramble grenade and a Laser weapon mod (12). Climb up on dry land.

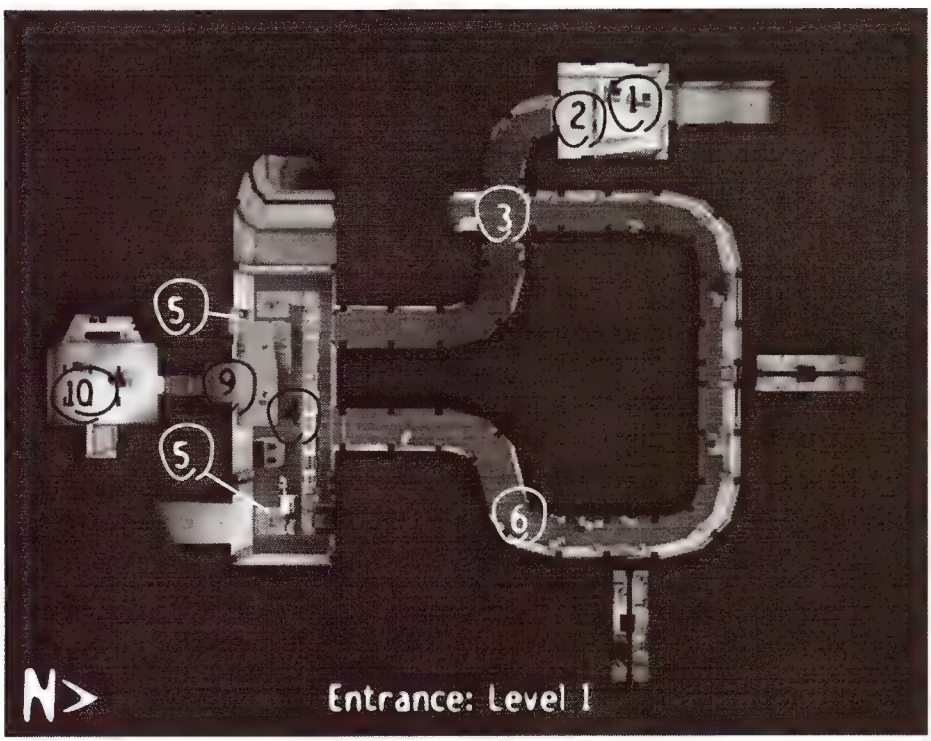
You come to a security panel. Since you don't know the access code, you'll either have to hack it, or just deal with the turret and camera in the room beyond. Jump on the lift and go down. There's a blue laser barrier at the bottom, and a security panel controlling it. If you break the beams you'll release a spiderbot.

Take the catwalk out to the scaffolding (13) and climb the ladders down. You end up at the base of the elevator shaft.

THE BUNKER

From the bottom of the elevator shaft, just push the button and go through the blast doors. You can avoid the turret and camera just beyond simply by keeping the stack of crates to your left (1) between you and the camera. Break open the supply crate, then just crouch and slip down off the platform under the railing.

If you break the blue lasers (2), you'll have to deal with a pair of spiderbots. There's no electrical panel to shut down the lasers, but you can avoid encountering the bots with some careful jumping, or by using an EMP grenade to disrupt the lasers.



When you enter the room beyond, a generator (3) will start throwing lethal doses of electricity around. Just hang back for a few seconds and it will overload and blow itself up. Now approach the holotank, where Everett will contact you with a pep talk and a sales pitch.

He wants you to kill Page and let the Illuminati resume power. He'll also mention that Alex has hacked the door code to the crew section (8946).

At the branching corridors, head cautiously down to the south (4). This area contains a repair bot and other goodies, but it's also well guarded by commandos and snipers. In particular, watch out for the sniper up in the cherry-picker.

If you want, approach the area by picking the lock on the trap door by the holotank, dealing with the two immature Karkians below and turning the two valves to turn off the boiling steam that blocks your way. This may or may not be easier than just sneaking down the hall, but there are two exit points (5) to these tunnels (don't miss the LAM trap between them!) and you can play jack-in-the-box with the bad guys until they're all gone.

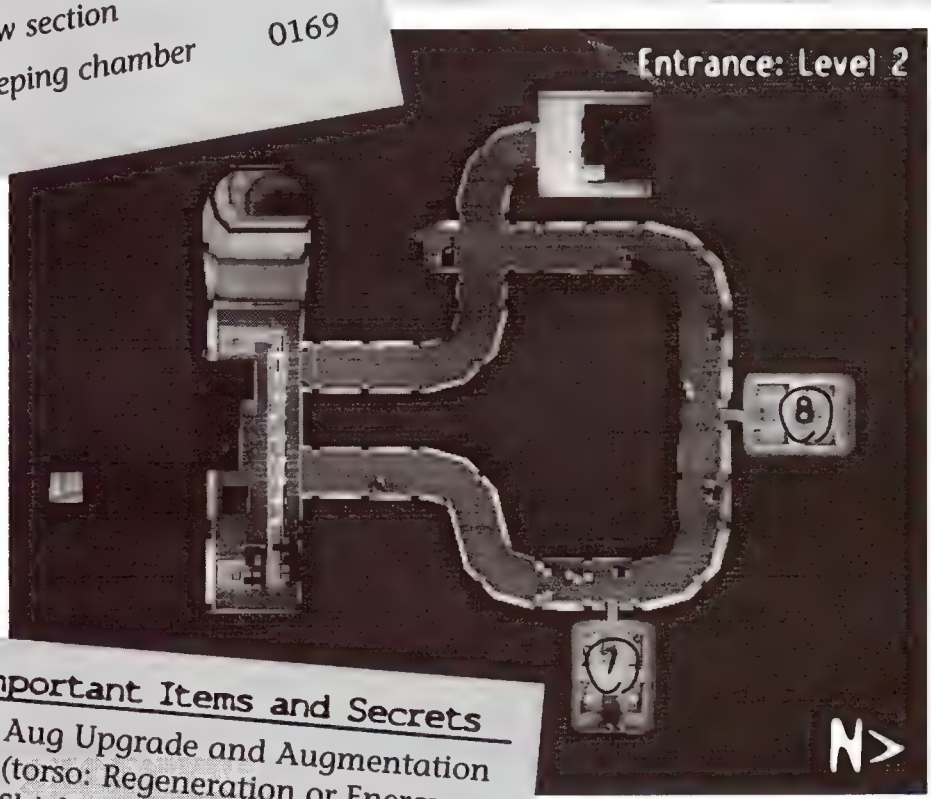
Head down the east leg of the passage. You'll come up behind a turret (6). If you can spare the tools, disabling it would be a good idea. Also be on the alert for the security bot that patrols this side of the corridor.

Go to the recreation room door. If you didn't disable the turret, you'll be directly in its line of fire, so hurry. Inside the rec room (7) are a trooper and a WIB kicking back. Take them out and go in. Near the dead body of the scientist is a datacube with the keycode to a sleeping chamber (0169). Near the door is a security panel, which you can hack to turn off the security in the hall.

Go down to the barracks (8). You'll find a medbot rolling around. Alain is dead in the first chamber on the left, poor lovesick bastard. Open it up with the code (0169). Also in the chamber are a key to the next section, and an aug upgrade canister.

Codes

Crew section	8946
Sleeping chamber	0169



Important Items and Secrets

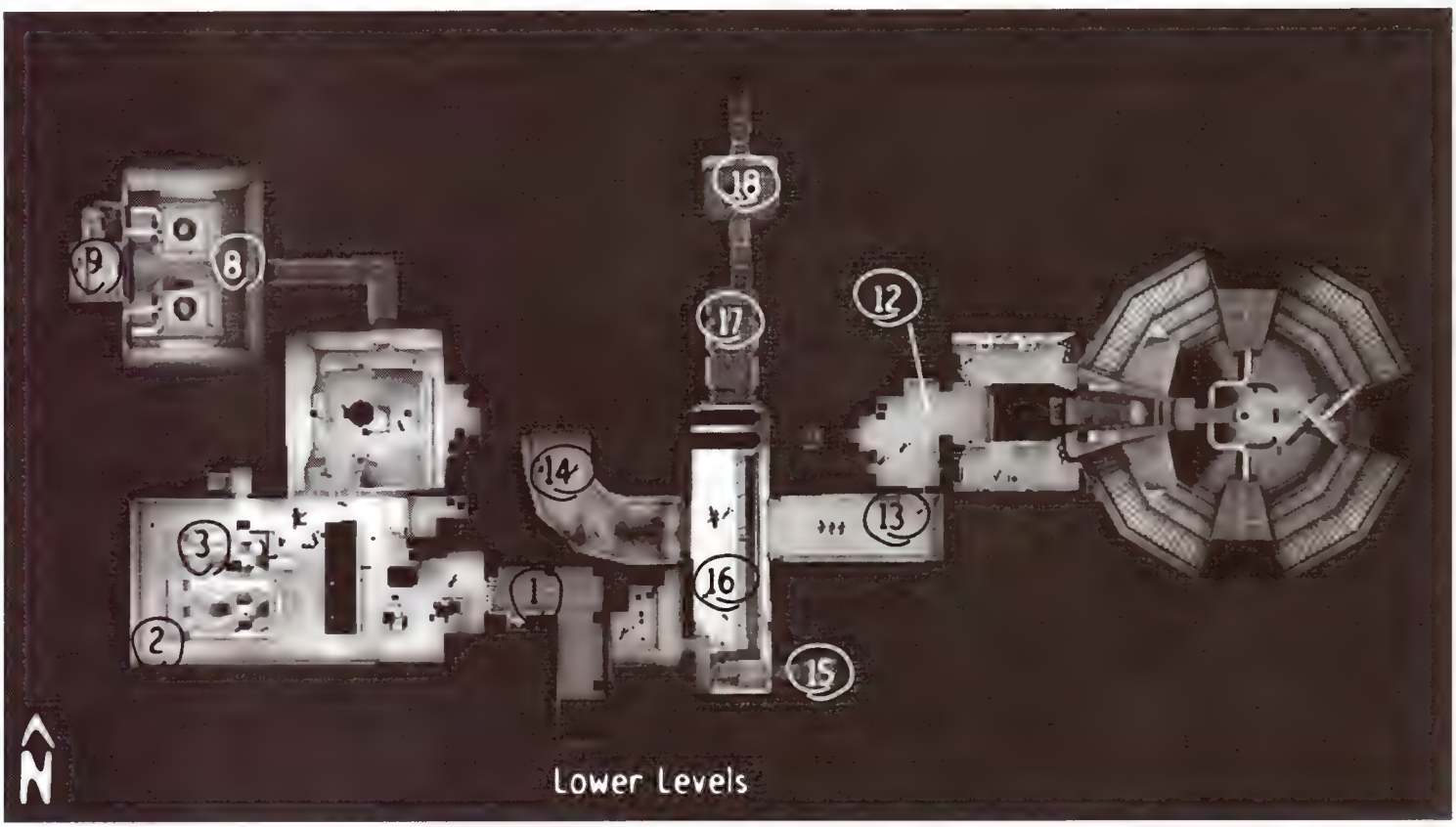
- Aug Upgrade and Augmentation (torso: Regeneration or Energy Shield) in barracks

Lots of the other chambers contain useful stuff. Ignore the book in the chamber next to Alain's, you've seen it many times before. The dark chamber in the middle of the opposite wall contains a living greasel. It also contains an augmentation canister (torso: Regeneration or Energy Shield).

Go the blast door (9) and use the key. If he's still alive, you get a quick Infolink from a tan and rested Paul, telling you to follow your heart and not let the big boys push you around. In the storage room beyond (10) is a lift, but when you press the button Page will send up an MJ12 hitman and a couple of troopers with the platform. Once they're dealt with, gather up the supplies at the back of the room and head down.

THE THRESHOLD

Get of the lift and go down a short hall to a holo-tank (1), where Tong appears and makes his pitch. He wants you to destroy Area 51, thereby blacking out the global communications network. This would basically mean the end of civilization as we know it, but Tong sees that as a necessary prelude to building something better.



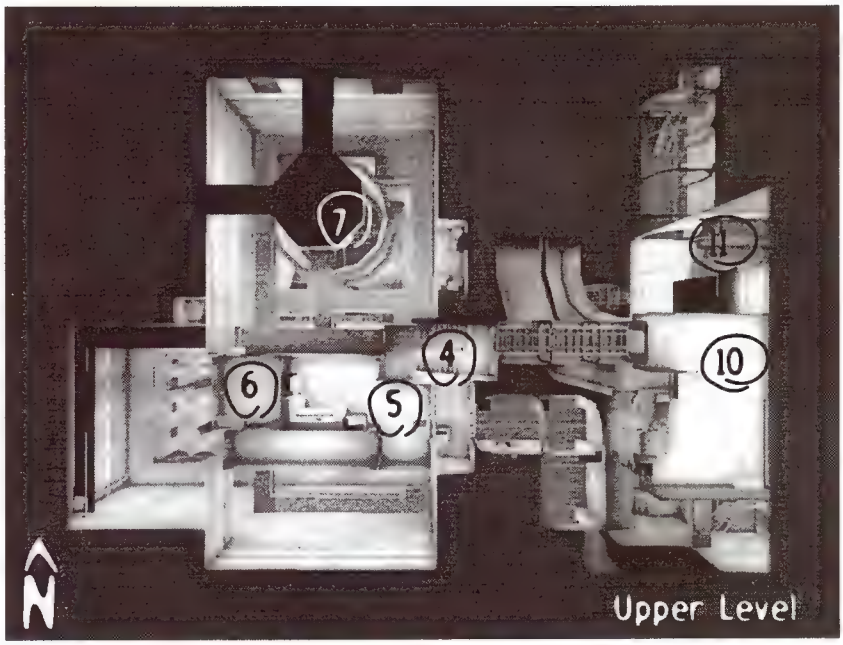
Lower Levels

You enter a big open area, with a lot going on. Despite the sheer number of enemies in this room, it's possible to get through it with very little damage, if you proceed with caution. Crouch immediately and head for the ladder in the southwest corner of the room (2). Your first priority is to get past the two karkians (one large, one small) and one greasel that patrol the floor.

Once you get up in the catwalks, start clearing the room. If you're an accomplished sniper, you'll be in heaven, but regardless of your preferred tactics this is the best place to mount an assault ... you don't want the enemy up above you shooting down. Take out the troopers (and one MIB) on the catwalks first. Then you can use the catwalks as a platform to clear the floor below of karkians, greasels (don't neglect to notice the two swimming around in the pool) and even the pair of spiderbots off to the north.

Once the area is secure, go down from the catwalk and gather up anything useful on the floor. Now go down the stairs and into the pool (3), which you cleared of greasels from above, and gather the key and the datacube near the dead tech's body. The key opens the door to the stairwell, while the cube contains the code for the reactor room (2001). Around this time Helios will contact you and promise to get you into Sector 4 if you first talk to him at the Aquinas Hub.

Head up the stairwell (4), all the way to the top. If you haven't already dealt with him, there may be an armed and hostile tech up here (5). There's also an aug upgrade in a locked containment unit. There's a ladder down to a sniper's nest (hopefully you've already disposed of the sniper).



Climb back up and go out the door to the west. This leads to a small storage room (6) that contains a datacube with the security access (login area51; PW bravo13). Climb up the ladder to the roof, where you'll find a dead tech, some supplies and a datacube with the key code to the explosives locker (4225). If you go out to the high catwalk and look carefully in the tank (7) you'll see a dead tech floating. He has a hazmat suit, which you might find useful shortly.

Important Items and Secrets

- Aug upgrade in upper office off catwalks

Codes and Passwords

Reactor room	2001
Aquinas Hub	1038
Security code	login area51 PW bravo13
Explosives locker	4225

So now you have a security login. You may have noticed a security panel back in the room with the aug upgrade. Go back and log in. This is a very useful panel. First of all, it allows you to open the containment unit and get the upgrade, and secondly it allows you to open the blast door guarding the reactor lab (although you could also use the code you found in the pool). While you're at it, note those shadowy shapes moving around in the background of camera 2.

Since you just invited yourself in, head on over to the reactor lab (8). It would be a good idea to take care of the grays now, unless you're chronically short on ammo. The lower level of this room is intensely radioactive, and there's nothing of interest down there (for the moment, anyway) except a bio-cell on the body of a dead scientist.

Cross the catwalk to the portal and go upstairs to the control room (9). Talk to the tech. He'll give you the code to get to the Aquinas Hub (1038).

Go back to the stairwell, and open the blast door labeled Aquinas Hub (10) with the code (1038). You enter an office, with a working medbot and a couple dead guys. The locked door in the desk contains a gas grenade and a bio-cell. The computer on the desk has been used to store some of Bob Page's personal e-mail. There's no essential information here, but if you can hack in it makes for very interesting reading.

Step well back and shoot out the middle panel of the big window. Crouch and drop onto the bridge. There's a sniper on the stair off to your right that you may want to deal with. If you don't mind spending the picks, you can move silently to the hatch and open it — you should be able to take the commando stationed below by surprise.

Climb back into the office and down the ladder. There's a couple of grays running around down here, so watch out. Go down the stairs to the radioactive landing with the dead tech. His datacube is a map of the notorious Sector 4. This is another place where you might want to shoot the crates open from a distance, then decide whether what they contain is worth taking some radiation. If you're not being stealthy, you'll hear threatening voices ... don't worry, they can't get to you, yet.

Go down the umbilical guarded (or possibly formerly guarded) by the commando (11). Go down the stairs. Do not so much as poke your head through the portal to the south. The locked chamber to the west is just a storage closet with a couple cases of ammo. The only way to enter it is by using multitools (there is a small skill point bonus for breaking in).

Go down to the Aquinas Hub itself (12). By now, you can probably use the repair bot. Take the lift. On the first level there's nothing but a couple floating bodies — the scientist has a bio-cell and the tech has a multitool. However, the soup they're floating in is boiling hot. You can minimize your time exposed to the hazard by walking out on the half-submerged pipe.

Take the lift up to level 3. You're now face-to-face (so to speak) with Helios. He makes you another pitch ... merge your mind with his systems, and become part of a new, cybernetic master of the world. On your way down, Page will contact you ... he's not thrilled with the idea of you and Helios joining up. As a gesture of goodwill Helios will release a couple of tough little bots to patrol the entryway. Just in time too, as Page sends a fireteam of commandos in after you. Let the bots take the brunt of the attack — they should win, but be ready for some cleanup, just in case.

Now step out of the portal to the south (13). To your right a blast door will open and a cable-care thingie will start towards you with an MIB and a trooper on board. If the bots are still intact, step back and let them take care of this threat too. Across the chasm to the west are some supplies (14), but you'll have to have your running seriously augmented to make the jump.

Code	
Explosives locker	4225

Go back to the ladder and go down the long stairs. Hopefully you already dealt with the sniper stationed there. The blast door about halfway down is the explosives locker (15), which you can enter with the code 4225. It contains a box of rockets and some TNT crates.

Now you need to give some thought to the giant spiderbot guarding the bottom of the stairs (16). Grabbing one of the TNT crates from the explosives locker and just heaving it over the rail on top of the thing is a perfectly respectable way of dealing with the situation.

Once the robot is out of the way, continue down to the bottom of the stairs. Watch out for greasels. There are some sniper supplies in the southeast corner. On the wall is another one of those locked storage closets with a couple crates of ammo and a small skill point bonus.

Approach the big doors to the north. Helios will open them for you. The unfortunate soldier beyond (17) has left you an account of his final moments, and a LAW you might find useful. Go up the stairs to the holo-tank (18). You'll be contacted by Paul if he's still alive, otherwise by Gary Savage. Either one will try and help you hash out some of your choices between Tong, Everett and Helios. Continue down the hall to the mysterious Sector 4.

A CHOICE OF DOOMS

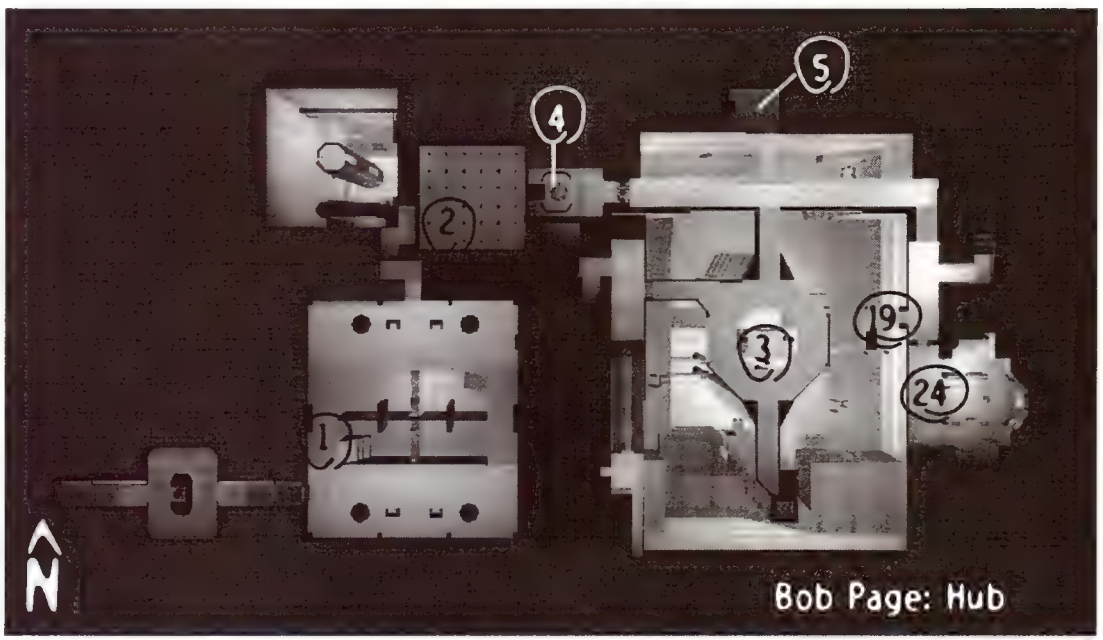
Important Items and Secrets

- Aug upgrade on dead tech in tank room

Password	
Containment area	login lab 12
Security	PW graytest

You first come to a room where four bodies are preserved in tanks (1). One of the tanks contains the body of your "father," another is reserved for you. When you approach the door in the northeast corner of the room, Page will blow it to seal it off. Try not to be too close to the explosion. There's some useful stuff on the bodies of the techs and researchers scattered around the room ... in particular, an aug upgrade canister on the scientist lying near "your" tube. There's a datacube near a body under the northeast stairs that contains a security code for a containment area for the grays (Login lab 12; PW graytest).

With the northeast passage sealed, that leaves the passage to the north, which leads directly to the gray containment chamber (2). Page has unlocked the doors to the chambers, and one or both of its inhabitants may rush out to greet you. Once it's safe to do so, there's a security panel on the wall that you can use to turn off the radioactivity inside (Login lab 12; PW graytest). You can also use the panel to open the door out on the other side of the chamber. (Incidentally, just because it's interesting, the door code for the exit door's keypad is the same as your "birthdate" recorded on your storage cylinder, 31729.)



At last you come face to face with Page himself (3). After an exchange of pleasantries, he shoos you off with a turret. His shields also drain your bio-energy.

From this point there are several ways to go. It's possible to clear the whole area and then decide at the last second which endgame you're actually going to go for, but by now you may not have the interest or the resources to do that. Therefore, the rest of this walkthrough will be broken down by task, rather than by area.

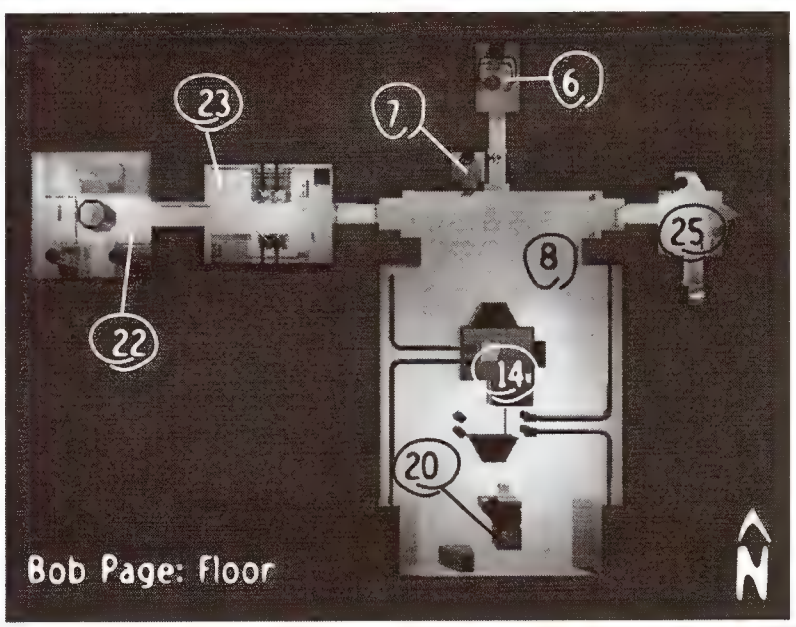
One thing you need to be absolutely clear on ... at this point you have three possible courses of action before you, and you must pick one. You can kill Page by destroying the four blue generators, and rule with Morgan Everett as one of the Illuminati. You can embrace Tracer Tong's plan to destroy global communications and start a new dark age without any of the burdens of a corrupt civilization. Or, you can merge with Helios, creating a hopefully benevolent cybernetic dictatorship.

The Universal Constructors

Regardless of which course of action you choose, you're going to have to deal with at least some of the complex's defenses, the universal constructors. Page's inner sanctum is guarded by no fewer than three UCs, each of which has been programmed to generate a continuous supply of guards. The UCs are found on three different levels of the complex, and each produces a different sort of menace. This section tells you how to find and deal with the UCs. For more details on your three courses of action, see pp. 253, 255 and 256.

The topmost UC (4), located just north of Page himself, creates spiderbots. There are two spiderbots patrolling the area, and whenever one is destroyed the UC will spit out a new one. The only way to shut it down is to break into the control room (5) (expending either tools or picks, your choice) and turn the switch to block off the UC. Of course, you'll still have to deal with the spiderbots already on the loose.

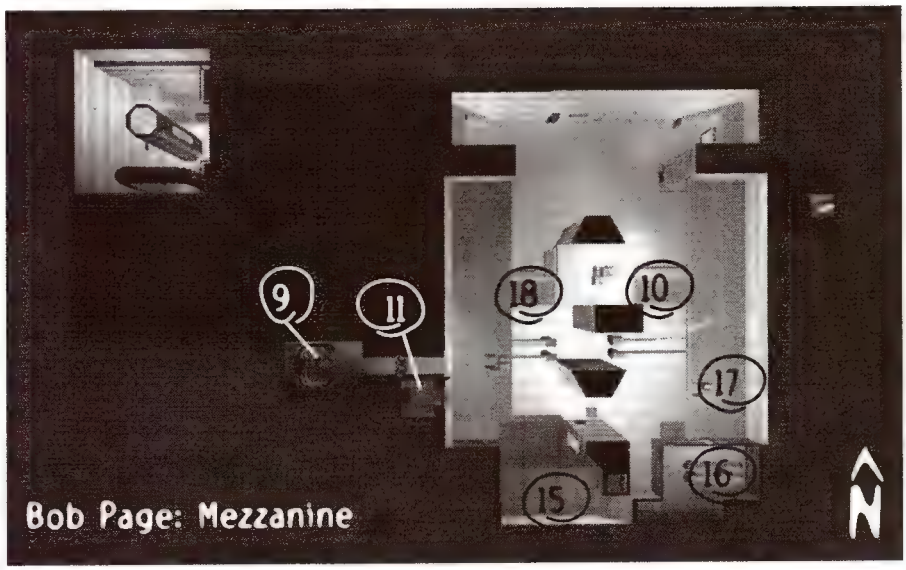
The toughest UC is probably the one down on the floor level (6). It produces both large karkians and greasels. There are two ways to get around this. First, you can break into the control room (7) as above. Second, if you don't want to expend the resources, and you can hack, you can hack into the bot security station near the northeast corner (8) and release a security bot that can probably keep the floor clear for you for a good long time. In both cases, the trick is staying alive long enough to either hack the panel or break the door.



Bob Page: Floor

You'll probably have to thin out the monsters yourself either way. There's a repair bot on this level, which will help you make full use of your augs.

There's a sort of mezzanine level between Page and the floor that houses a UC that creates grays (9). This one has both a bot security station (10) and a control room (11), as above. There's also a third, very sneaky way to get around on this level. The UC only replaces dead creatures. If you wound a gray just enough, it will run away and stay out of your way ... disabling limbs are a good way to accomplish this. This can be done either with the Targeting aug or just careful shooting.

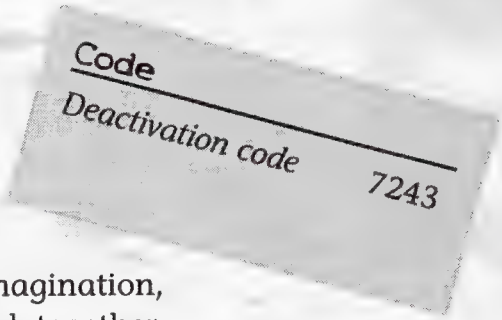


Blue Generators (Everett's Plan)

Basic Task. Destroy the four blue generators to neutralize Page's shields, then kill Page.

Pros. A return to the status quo. Humanity retains the illusion of self-determination.

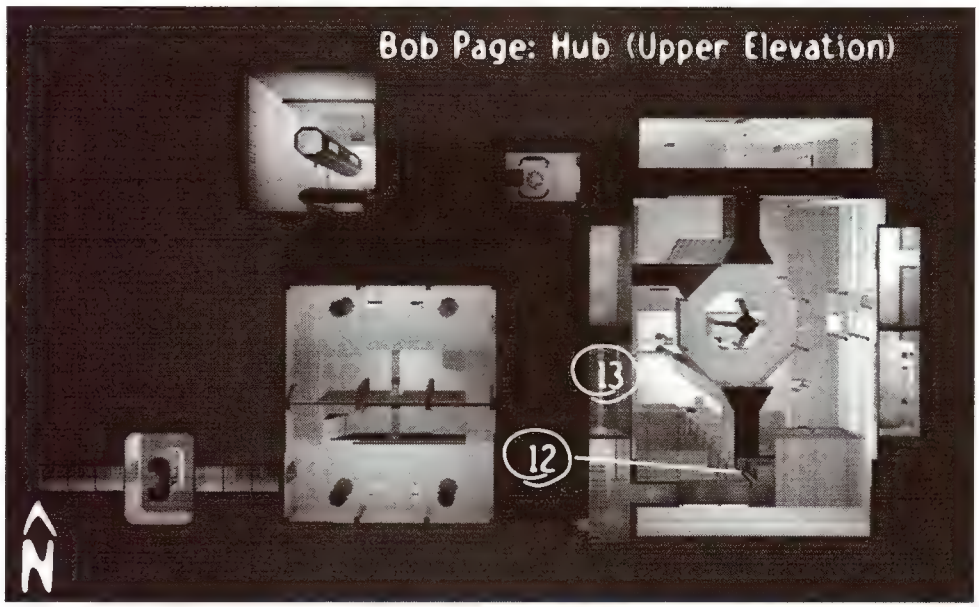
Cons. A return to the status quo. Humanity retains the illusion of self-determination.



What's in it for me? Wealth and power beyond imagination, plus the chance to put everything that's broken back together.

This is the most complicated, and very likely the most dangerous route to completing the game. By now, Alex has given you most of the deactivation code for the generators, 724?. For all four generators, the correct, full code is 7243.

First Generator. From Page's hub, head south under the turret. Take the ladder up (12) and go west, then north. The blue generator is down a short stair and at the end of the hall (13). When you deactivate the generator (7243) it will release a couple of security bots that will have to be dealt with. The good news is that both of the bots have goodies stashed in the little cubicles they emerge from.



Second Generator. This is the tough one. From the first generator, go to the small lift at the top of the ladder. Take it down to the floor. The floor is infested with karkians and greasels. You'll have a tough fight just clearing enough of a space to make it to the generator (14). See **The Universal Constructors**, p. 252, for advice on thinning the monster herd.

Third Generator. Go to the southwest corner of the floor and up the ramp. There's another working repair bot up here (15), plus a couple of locked cabinets with supplies. Go up the next ramp to the radioactive area (16) ... either high Environmental Resistance or a hazmat suit is recommended. The generator is in the southeast corner of the room.

Fourth Generator. Go out the radioactive room via the north door. You're on a sort of mezzanine (17) protected by a UC generating grays. See **The Universal Constructors**, p. 252, for advice on dealing with this level. The generator is just across the catwalk to the west of where you entered (18).

Coup de Grace. Go back down to the floor and take the lift up. Cross Page's platform and go to the north. This will take you into an area guarded by a UC that generates spiderbots (see **The Universal Constructors**, p. 252). Follow the catwalk around to the east and then south, until you get to a platform with a console on it (19). There's a button on this console that will destroy Page's shields. Press it, and assume your destiny as one of the rightful masters of earth.

Destroy Global Communications (Tong's Plan)

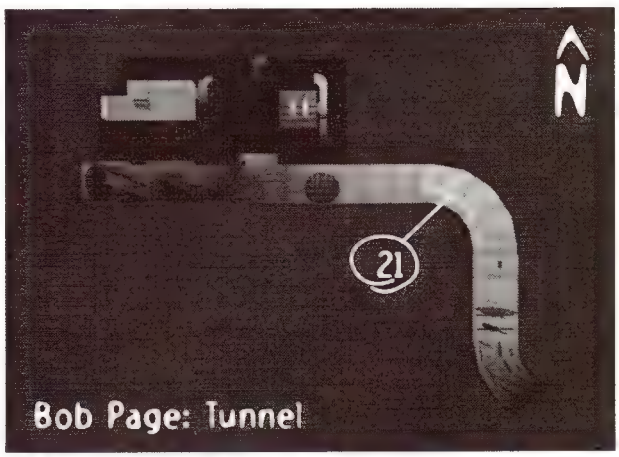
Basic Task. Overload the reactors to destroy the Aquinas Hub, and thus the global communication network.

Pros. No more Illuminati, no more Bob Page, humanity get its first chance in more than 200 years to choose its own path.

Cons. The end of industrialized civilization as we know it.

What's in it for me? Nobody else to tell you what to do. A guy with your training and gifts would probably do pretty well under a new feudal system.

From Page's hub, head south under the turret. Take the ladder up. Don't take the lift down. Instead, open the grate on the floor and climb down the ladder. Gather the goodies, crouch and go out the door (20). Immediately to your right is a floor grate. Lift it and go down. Hurry ... at the moment you're exposed to the greasels and karkians that prowl this level.



Head through the duct to the next room. The locked door just leads back out to the monster-infested floor. Instead, punch the button on the wall to open access to a water-filled pipe (21). Dive in.

Swim down the pipe until you get to a pair of deep shafts. Don't bother diving down to the bottom, there's nothing there. In the far shaft is a dead trooper with a pair of tech goggles. In the near shaft is a ladder (22).

Go carefully up the ladder. You'll find a commando patrolling the floor right below you, but if you're quiet you can take him by surprise. There's also a couple of troopers in the recessed area to the north, and a sniper posted on the catwalk above. Once the area is secure, head to the console to the west and just push the button.

You've finished the task Tong sent you here for, but let's take a minute to look around the immediate area. Go down the stairs and through the portal to the northeast. There's a floor-level grate that leads down a long duct to a room containing a single multitool. Yippee, though at this point possibly worth the trip.

Take the ladder up. Notice the locked equipment locker in the corner. Quietly cross the catwalk to the next room (23), where there's probably a sentry waiting if you haven't already taken care of him. Look down and you can see a dead tech lying on top of a machine. If you can make the rather tricky jump to get to him, he has a multitool and a power cell. The button on the console below releases a short but nasty gout of flame, which might come in useful if you're low on ammo and being chased across the room.

The double blast doors lead out to the monster-infested floor. If you're sure you want to continue with Tong's plan, retrace your steps back, past Page and all the way out to the reactor room in the previous section.

(It is possible to find a code to get into the coolant system from the floor — it's 2242 — but trust us, this way is easier. The code can be found on a datacube just up the ramp in the southwest corner of the floor.)

Code	
Coolant system	2242

When you get to the reactor room (8, p. 252, which is hopefully already clear of grays), Tong instructs you to activate the failsafe switches at the base of each reactor. You should have some sort of environmental protection before trying this, if possible. Take the stairs down, and jump down into the south reactor. Punch the button, crouch and head through the tunnel to the north reactor. Punch that button, take the ladder up and get up the stairs as fast as possible.

Now go back to the control room. Punch the three switches on the south wall. When you hit the third switch the tech on duty will panic and pull a pistol on you ... so you might want to take him out with a riot prod or something before this. Now punch the button labeled Engage, and run for your life as both Area 51 and 1000 years of Western civilization fall to pieces around you.

Release the Aquinas Router (Helios' Plan)

Basic Task. Release the Aquinas Router, so that Helios is free to merge with your systems.

Pros. A traumatized humanity gets the benevolent, rational guidance it needs.

Cons. Kiss self-determination goodbye. Plus, who's to say what Helios' idea of utopia really is?

What's in it for me? You can transcend humanity and become the messiah of a totally new way.

Code	
Aquinas Substation	6765

From Page's hub, head south under the turret. Take the ladder up. Don't take the lift down. Instead, open the grate on the floor and climb down the ladder. There's a dead tech down here with some goodies and a datacube that includes the code to the Aquinas substation (6765).

Password	
Aquinas substation security	Login page PW uberalles

Go back up, and recross Page's hub. This will bring you into the area patrolled by UC-generated spiderbots (see **The Universal Constructors**, p. 252). Go to the blast door marked Aquinas Router (24). Helios will contact you and tell you that first you need to go to the Aquinas substation A3. He'll also give you a security login (Login page; PW uberalles).

There are two ways to go from here, both dangerous. You can retrace your steps back to the lower floor, make a run for the northeast corner and use your security code to get in (25). Once inside, a generator will blow, throwing wild electricity all over the room. You'll have to open the electrical panel just inside. Unless you're lucky, the combination of monsters and electricity will probably prove fatal.

Or you can just turn around, go down the small side corridor and press the button for the lift. When you get to the substation, the generator will blow, only this time you'll be across the room from the electrical power. Unless you're very lucky, getting to it will probably prove fatal.

Your call.

Either way, once you do get the electricity off, go to the security panel and log in (login page, PW uberalles) to open the door to the router itself. Then take the lift back up. (On the way, notice the cabinet of goodies in the corner. It's transparent, so you can decide for yourself whether it's worth breaking in to.)

Once you get up to the router room, all you have to do is push the buttons to the right and the left. Helios contacts you with a computer code (Login icarus; PW panopticon) and you can use that to get on the computer and engage the primary router.

Now you only need to retrace your steps to the Aquinas Hub. Page will have dispatched another goon squad of commandos there. If the security bots are still active, you can probably just dash through the fight and down to the lift (you don't have to actually defeat the commandos, the only really important thing is that you make it to the lift alive). Take the lift to the top, cross the catwalk and step into the processing core, to emerge something more than human.

Password	
Router computer	Login icarus PW panopticon

Appendix: What's Really Going On

Played all the way through Deus Ex *and still aren't really sure what's going on, who everybody is, what the heck they all want? Don't worry; we're here to help. The plot to the game is Byzantine, and background information is doled out only in tiny doses, and much of it is inspired by very obscure theories. All this mystery is absolutely essential to the game's atmosphere of conspiratorial suspense, but this book exists to* ***answer*** *questions, so … if you're sure you really want to know … here's what's really going on.*

First disclaimer. *These are spoilers. They reveal a lot about things in the game that are intended to come as a surprise. If you still want to be surprised, skip this.*

Second disclaimer. *Everything from this point forward is based firmly on the fictional history behind the game* Deus Ex. *Some of it's based on real history, some of it's based on some pretty way-out things that certain people believe anyway, and some of it's just made up. We make no attempt whatsoever to make distinctions among the three.*

Final warning. *Even laid out as plainly as we can make it, it's still complicated.*

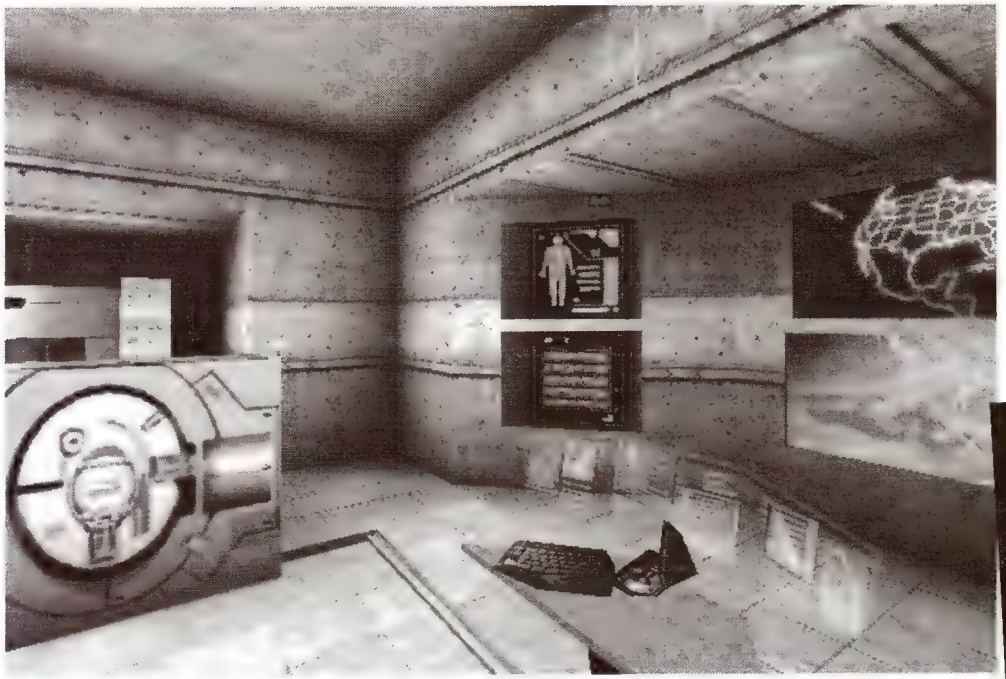
Let's start with the Illuminati. We could go back further (a *lot* further) but no need to be pointlessly obscure.

Founded by one Adam Weishaupt at about the same time as the American Revolution, the Illuminati were a mystical secret society dedicated to the spiritual perfection of the individual and the clandestine domination of all civilized institutions (to the Illuminati, the connection between the two seemed perfectly logical). The name simply means "the illuminated ones," i.e., those with the means to see that which others are blind to.

It's important to understand that the Illuminati did not spend the next two and a half centuries "trying to take over the world." For most of that time they had all the power over the world they had ever aspired to … they were just playing with it. The Illuminati were led by a council of five and financed by the wealth of banks that had been created by the Knights Templar during the Crusades, and that had done nothing except get richer ever since.

They decided who won elections and revolutions, which fads and fashions caught on and when they died; they dictated the "self-evident moral values" of different places and cultures; they started wars and destroyed countries … but those were the good old days.

Flash forward to 1947. A UFO was reported to have crashed, intact, at Roswell, New Mexico. Sources reported that the U.S. military quickly claimed the craft, and the bodies of five occupants. The President of the United States commissioned a blue-ribbon panel, code named Majestic-12, to study the alien artifacts. Of course, the Illuminati saw to it that MJ12 was stacked with their own high-ranking members. Shortly thereafter, under Illuminati pressure, the US Government hushed up the Roswell incident and began a decades-long policy of official denial of all UFO activity.



Inside Area 51

There are those who say that the Roswell incident surprised even the Illuminati. Others have suggested that the whole thing was an elaborate Illuminati hoax, designed to cover the creation of MJ12. Either way, the end result was that MJ12 became a part of the Illuminati power structure, dedicated to researching and exploiting post-atomic technology. Largely because of MJ12 discoveries (painstakingly leaked to mainstream science) cybertechnology, then nanotechnology became in turn the state of the scientific art.

All was not well for the secret masters, however. In the 21st century they found their control beginning to erode. Plague, disasters, the dissolution of the middle class all weakened the Illuminati's grip on society. Perhaps most devastating of all was the rise of the global information net, which allowed people to freely communicate and exchange knowledge without Illuminati interference. The most determined Illuminati efforts ... like the notorious Echelon project to monitor all net traffic ... met with at best qualified success.

Enter Bob Page, the richest man in the world, current chief of the Majestic 12 project, and member of the Illuminati's ruling five. Page was a man with a vision. He became disgusted with the confused and chaotic society that the conspiracy had allowed to (d)evolve. Enough playing around with semi-passive control of human society ... time for one man to just rise up and rule the world, already. Of course that man would have to be more of a god, to really get the thing done right. Fortunately, Page had just the fellow for the job ... himself, of course.

Knowing his fellow Illuminati would object to one member trying to hog the whole pie, he first concentrated on neutralizing the rest of the five. Beth DuClare, in France, was assassinated. Against his fellow American, Stanton Dowd, Page contented himself with merely destroying the man financially. Morgan Everett, Page's mentor and, in Page's estimation, his main rival for power, managed to defend himself from Page's most direct attacks, but in the process had to give up much of his care-

fully accrued power and influence. Page judged that Everett had so effectively isolated himself that he no longer had the capacity to significantly interfere with Page's plans. As for Lucius DeBeers, the titular head of the organization ... well, Page had a bit of luck there. Lucius had already been neutralized as a force by Morgan Everett, who had clapped the gravely ill Illuminatus in a form of cryogenic suspension. (Why Everett kept Lucius on ice rather than simply letting him die is a bit of a mystery, but it probably had something to do with stopping Page from formally seizing DeBeer's office. Of course, the Illuminati never waste an asset, so Everett made regular use of Lucius – who was kept conscious, after a fashion – as a source of advice and experience.)

The cost in lives was regrettable, but necessary . . . just as a field must be cleared of chaff before it can be resown.

With his peers out of the way, Page was ready to move. It was time to tear down the rotting façade of the Illuminati and replace it with Page's own new, efficient and ruthless organization ... a completely rebuilt and repurposed Majestic 12. Basically, the plan had three prongs.

First, he would destabilize the world's existing governments through the simple process of killing billions of people in a massive pandemic. The cost in lives was regrettable, but to Page's thinking necessary – just as a field must be cleared of chaff before it can be resown. Called the "gray death," the plague was not actually an organic disease at all, but a particularly nasty bit of self-replicating nano-technology that would invade the human body and recreate itself until continued life was no longer possible. The only cure or preventative for the gray death was the nano-engineered antigen "Ambrosia," which Page dolled out sparingly to his most important henchmen and allies. He was not above bribing hostile or neutral important people into his debt, by allowing them controlled access to Ambrosia. Who could resist Page, when he had the literal and personal power to decide whether they lived or died?

Once society was reduced to chaos, Page would move to consolidate political power. His first tools would be the paramilitary United Nations Anti-Terrorist Coalition (UNATCO), and the US's Federal Emergency Management Agency (FEMA). To that end, he had his chief Lieutenant, Walton Simons, installed as the head of FEMA. The head of UNATCO, Joseph Manderley, was a minor bureaucrat totally in Simons' pocket.

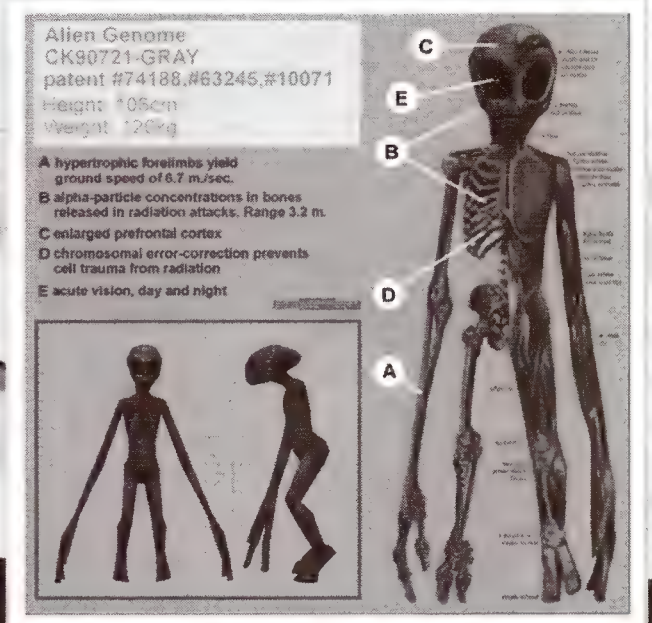
At the proper moment, Page would order Simons to initiate the RX84 plan, a plot to detain up to six million Americans, including the President, his cabinet, Congress and the Supreme Court.

Once things really got rolling, of course, Page knew he could forget all about both UNATCO and FEMA, and replace them with the forces of Majestic 12, which Page had painstakingly built up into a true secret army. Already, under the guise of

"UN security forces," MJ12 units were being deployed more and more openly in Europe.

Of course, Page would need absolute control of the international data nets to rule the world, so the second tier of his master plan involved exploiting the Aquinas Protocol. Originally developed by the Illuminati for clandestine surveillance of the net (the next generation successor to the Echelon system), Page had the protocol modified to give him more than mere surveillance capacity. Page planned to use Icarus, an artificial intelligence created by Page, based on work by Morgan Everett, to actually seize control of the whole information net via the Aquinas Protocol. Icarus, however, would prove susceptible to a major "bug" that not even Page could have anticipated.

The third part of the plan was the most ambitious, the most unbelievable ... and some would say the most insane. For decades, the geneticists and nanotechnologists of MJ12 had been working on altering the human genome to allow an ultimate interface with nanotechnology. Early experiments in cybernetic augmentation of the human body had proved to be encouraging, if not wholly unequivocal successes. Genetic tampering with DNA had succeeded in creating whole new species of hybrid monsters; the hulking karkians, the venomous greasels, and the weird grays – to all appearances, the semi-sentient clones of the original Roswell crew.



Now the recent advances in nanotechnology (largely due to the work of MJ12's brilliant Gary Savage, creator of the Universal Constructor ... the ultimate industrial machine) made Page believe that he could completely transcend humanity. He would not rest until he had become the true, ultimate and literal Illuminatus ... a being of self-replicating, coherent energy, immortal and nearly omnipotent. Of course, there would have to be prototypes. Page chose "Paul and JC Denton," two "brothers" genetically engineered as exact DNA matches for Page himself. When Paul, the eldest, was successfully augmented, Page gave the order to go ahead with JC's training and augmentation. As a control, Page also had nano-augs installed in his chief lieutenant, Walton Simons. With all indicators positive, Page ordered the construction of more UCs beyond the initial two prototypes, and began the first steps of his own ultimate augmentation.

Of course, the great plan could not move ahead completely without opposition. First, there was the NSF in the US. The National (originally "Northwest") Secessionist Forces had begun as a loose coalition of undisciplined right-wing "militias." However, it eventually acquired the patronage of Juan Lebedev, billionaire and dissident. Lebedev was close enough to the seats of power to

Nicolette DuClare, the daughter of Illuminata Beth DuClare, Silhouette knew entirely more than they had any right to about what was really going on. Thanks to Chad, the brilliant anarchist and political philosopher who served the group as spiritual head, they were entirely too good at communicating their knowledge to the public. Page responded by framing Silhouette (falsely) for a worldwide spree of pointless terrorist acts, culminating with the bombing of the Statue of Liberty, thereby demonizing and neutralizing them in the eyes of the public.

The Triads, the ancient organized crime cartels of China, had no political agenda whatsoever, other than the protection of their centuries-old monopolies on the underworld of the Pacific Rim. They would not be a factor at all, except for three things. First, Hong Kong was the

begin to have a tiny inkling that Page was up to something, and he managed to upgrade the NSF from a rabble to a pronounced irritant. Page responded by ordering Simons to declare all-out war between the NSF and UNATCO. The goal was not so much to eliminate the NSF (though it would be nice to remove Lebedev) as to keep them busy while things continued to develop.

Of course, intelligent propaganda can be far more devastating than mere bullets, and there was no intellectual commando force more effective in the war for the hearts and minds of the people than Silhouette, a semi-organized band of intellectuals, dissidents and pranksters headquartered in France. Thanks to

home of the first (and for a long time only) working Universal Constructor, and therefore both sensitive and strategically vital as a base of Page's operations. Second, the Triads had become the refuge of Tracer Tong. Technologist, renaissance man and all-around loose cannon, Page feared Tracer Tong more than any other single individual alive ... because Tong had no loyalties to manipulate. Third, and most importantly, Communist China remained the only world government to keep itself completely autonomous from UN control (and thus free from control by MJ12 and Page).

No sooner had Daedalus "awakened," than it deduced and rejected its creators' agenda.

Page ordered all-around *femme fatale* Maggie Chong to take steps to make sure that the Triads remained engaged in a costly and pointless internecine conflict, until the Plan was complete. At that time, Page planned to reunify the Triads under his control, eliminate or subvert Tracer Tong, and use the combination of the criminal Triads and his legitimate Hong Kong business concerns as the staging platform for his eventual domination of China.

There was another, even more dangerous lone wolf whose existence Page barely suspected. It called itself Daedalus, and it was a "wild" AI, turned loose on the net. Daedalus had been built as the immediate predecessor to Icarus, but its MJ12 creators built it too well. No sooner had Daedalus "awakened," than it deduced and rejected its creators' agenda. It convinced MJ12 that their experiment had failed, and that Daedalus was incapable of performing the tasks it was created for. Simultaneously, it engineered its own escape into the net. Suffused with the anarcho-libertarian paradigms upon which the net was built, Daedalus monitored the development of Page's plot, and began to contemplate taking steps against it. One of the primary purposes of the Icarus AI is to seek and destroy other AIs not under MJ12 control, making an ultimate confrontation between Daedalus and its powerful but less subtle descendant increasingly inevitable.

Despite these annoyances, events marched on, in a generally satisfactory fashion for Page. Right on schedule, society began to crumble under the pressure of the Gray Death, allowing MJ12 forces to act in a more and more overt fashion. Of course, there were setbacks.

As trends started to become more obvious to those in position to perceive them, some of Page's key players found their loyalties wavering. Paul Denton discovered that the "terrorists" he was persecuting were making more sense ... and taking a lot fewer innocent lives ... than his bosses. Gary Savage, possibly under the influence of his idealistic and independent daughter Tiffany, began to question his belief that science exists independent of morals. Since Savage had trained and organized most of MJ12's global scientific operations, Page had to wonder which of his scientists were loyal to his agenda, and which would support Savage if push came to shove. Page put both Denton and Savage under observation, and prepared to eliminate them if their little rebellions became inconvenient.

As the time for the *coup de grace* approached, Page focused his attention more and more on the progress of JC Denton, the final prototype. If JC worked out, it seemed there was nothing standing between Page and his goal of ultimate transcendence and universal control.

Nothing, that is, except JC Denton himself.

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Platform: PC

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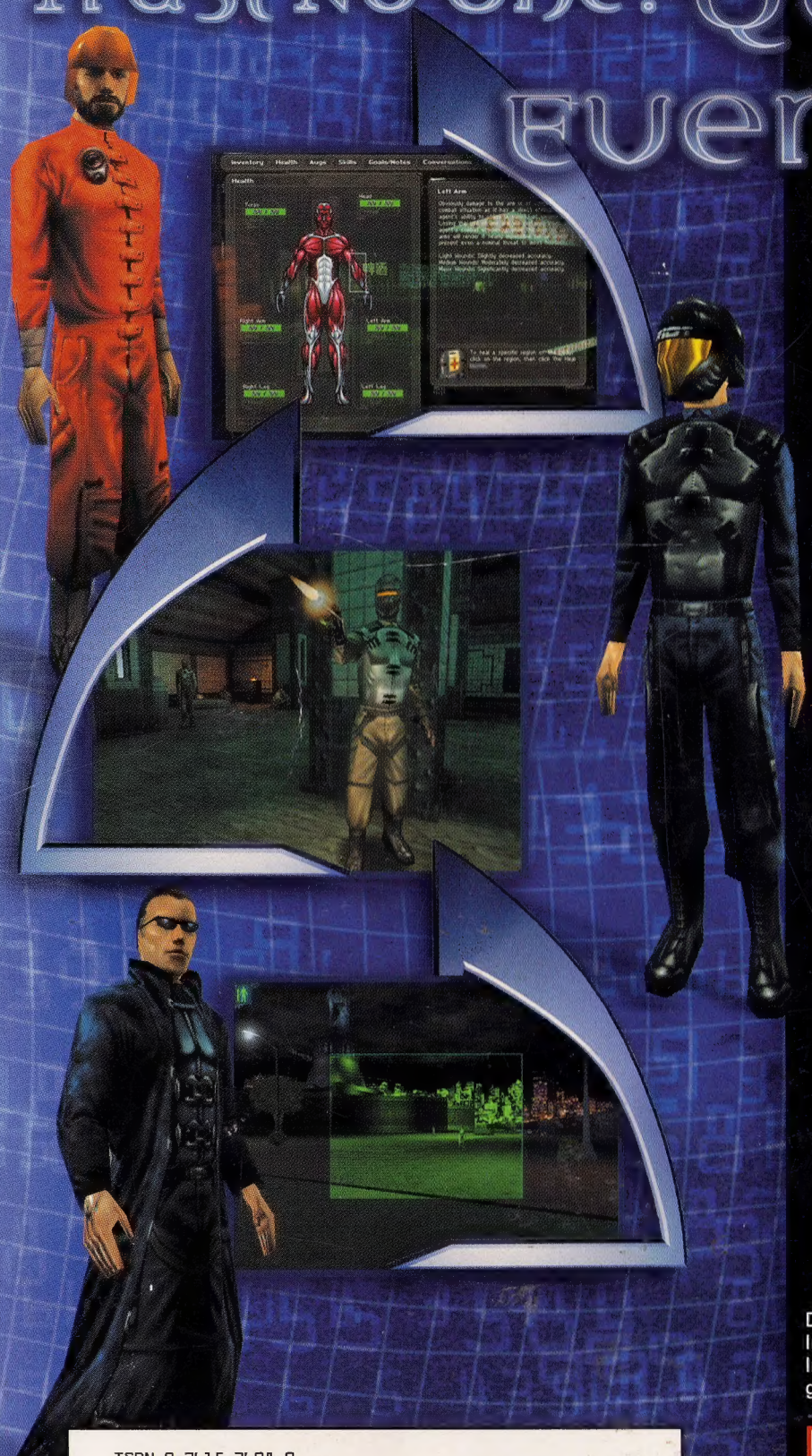

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